AN ENTIRELY ATARI LYNX MAGAZINE

Lynx USER

REVIEWS

Double Dragon
Gordo 106
Jimmi Conners Tennis
Pit-Fighter
and much more

HINTS & TIPS

Complete Solution to Shadow of the Beast

COMPETITION

Great Competition from Telegrams

SUPPORT LYNX

7

Hello and welcome to issue 7 of Lynx User. This issue we have taken a further leap in the direction of becoming a full colour magazine, with for the first time a full colour front cover. We have also added further colour pages into this issue, and bumped up the total page count to 32. But a magazine is only as good as it's content, and this issue we have some great stuff. In our centre spread we have an exclusive review of Double Dragon. We also take a look at the green menace in the form of Lemmings, and a crazy monkey called Gordo. In our Hints and Tips section we have the complete solution to Shadow of the Beast and Dracula. As well as all the Lynx news, gossip and lots, lots more. Issue 8 will be available from October 30th (and on time!) and will have the first review of the new Jaguar mega console. Well have fun, and don't forget that the Lynx is the best handheld around. If only it had the support it deserved. Until next time...

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ISSUE 7 – JULY 1993

NEWS

Beyond Games

Ever heard of Battlewheels or Cyber virus before? Well you soon will as these are two new Lynx games being developed by a company called Beyond Games in the USA. Battlewheels as previewed in issue six, is a futuristic driving game. Where you battle other players and robot cars in 12 wasteland settings. Already available in the USA, expect grey import copies to filter through in the next month or so. Cyber virus their next release, should be available in October.

Milk and TEA

Fancy winning yourselves a Lynx Batman Returns Pack? Well Atari in association with doorstep deliveries, and Big T Premium Blend tea are giving away 100 Lynx systems over the next ten weeks.2 million Big 'T' Premium Blend 80 cup tea bag Lynx promotional boxes have been specially printed.

Telegames Update

Telegames the only consistent third party developer for the Lynx, is having a busy summer. Apart from European Tournament Soccer that is now available through all good stores, they are also set to release Double Dragon in the coming months and Super Off Road around October. Later on in the year we should also have the long awaited release of Desert Strike. The 4-Meg conversion of the Electronic Arts classic, should be available just in time for christmas. Early demo's of the game are looking great, and we are promised that the Lynx version will have all the detail of the original.

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STEVE AND ALL THE LADS AT THE CAVERN

ATARI FINALLY CONFIRMS JAGUAR

After much speculation, rumour, discussion and deliberation. Atari has finally officially revealed the existence of their new mega console, the Jaguar.
The machine, a multi-media system based on an Atari designed proprietary 64-bit RISC processor. Will feature true 24-bit colour graphics, in 16 million colours and produces shaded 3-D polygons to be manipulated in a "real" world in real time.
The sound system will be a high speed Digital Signal Processor (which means that the sound will be of CD quality. Wow!), and will be capable of producing realistic sounds including human voices.
The machine will also be fully expandable, and there will a CD player available in early 94.
Software titles so far confirmed include Battlezone 2000, Jaguar Formual One Racing, Tempest 2000, Cybermorph and Alein v's Predator. Other titles in development include Humans, Dracula the Undead (an updated version of the Lynx game of the same name) and Steel Talons. Other tiles we have heard about on the grapevine include two movie licenses including the forthcoming new Batman animated feature and another film that is to be released around christmas.
Telegames is also rumoured to have up to two Jaguar titles in development, one of which is expected to be ready for the October release of the machine in the USA.The machine is expected to retail for the very low price of $200 including game.
The machine unlike other Atari products will be manufactured in the USA by the mighty IBM, who will also distribute the machine.
Other rumoured add-ons including the new virtual reality head gear, will also be manufactured by IBM.

TIME WARNER JOINS IN

Time warner, the world largest media and entertainment group has just announced that it is making available to software developers of the Atari Jaguar it's library of video clips."Having access to this Time Warner Library will be truly beneficial"said Sam Tramiel, president of Atari. "With 64-bit technology, the Jaguar will allow for new heights in software experiences, and the association with Time Warner will add to the reality of the software".
This should mean that Film titles like Lethal Weapon, Gremlins as well as many cartoons will be the basis for a number of Jaguar software titles.

OCTOBER RELEASE

Atari hopes to release the machine around the middle of October in the New York area with a national roll out next year.
Atari have committed $40million dollars to advertising the machine in the USA. The Jaguar should be reaching these shores in early 94, together with a promised 15 software titles.
As well as the Jaguar the Lynx will be getting an advertising boost in the next month. The advertising blitz will take the form of double page magazine adverts, in most of the big computer magazines
So atlast the Lynx may get some kind of push, the kind it desperately needs. There will also be a new game pack.

UPDATE ON BEHOLDER

Finally after delays and setback's that have delayed the game for up to a year, Eye of the Beholder has entered production and should be released in August.
The RPG classic which is rumoured to be almost identical to the Amiga version, will be the first Lynx game featuring a save game feature. The rumoured cost of the game is £45, and an Eye of the Beholder Lynx pack

Release schedule

JULY 93 - Lemmings, Gordo 106 Jimmy Conners Tennis, Power Factor and Dinolympics.
August - Raiden, Double Dragon, Fat Bobby, Battlewheels and Malibu Bikini Volleyball.
September - Daemonsgate, Cyber virus, Super Off Road, Battlezone 2000
October - Alein v's Predator

1 European tournament Soccer
2 Pitfighter
3 Dracula the Undead
4 Batman Returns
5 Steel Talons
6 Hockey
7 Switchbalde
8 Pinball Jam
9 Shadow of the Beast
10 Dirty Larry

Although Telegames footie game has taken the No 1 slot, expect it to have some fierce competition from the release of Lemmings in the coming weeks.

And the winner of the five Lynx games was Alan Starling from

Lynx review

PIT-FIGHTER

Let's face it releases on the Lynx have been few and far between in 1993 (even less than 1992!), so I most surprised to find this title in my Lynx for review. This one has been in the offing for over a year and now with prototype in hand the release is near.

Pit-Fighter is a slug-feast of major proportions, and of dubious morals, here you fight for CASH !!!

You can choose between three fighters TY-Kickboxer, KATO-Karate Black Belt or BUZZ-Pro Wrestler, to play a cast of Eight other fighters to brutalise you way through to the ULTIMATE WARRIOR (HE HARD!!).

"The Lynx handles the digitized fighters much better than the sad SNES and Mega Drive conversions ever did..."

Each character has their special moves to give them the edge hopefully. Ty likes to Kick, Kick, Kick. He does Spin, Flying and Roundhouse Kicks.

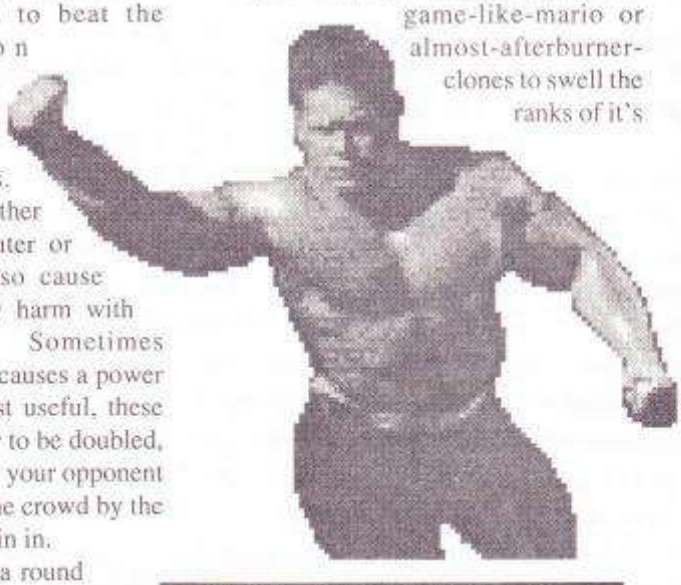
and can leap around better than the rest. Kato has a variety of specials, Combo punch, Flip Kick and Backhand, but most importantly he is FAST. Last, but not least, is BUZZ *(see pic)* and he relies on good old brute force and has a Piledriver, Body Slam and Head Butt to round out his character.

As well as your moves various extras can be found to beat the opposition senseless with such as Crates, Barrels and later on Motorbikes. Of course the other fighters, computer or human, can also cause grievous bodily harm with these items. Sometimes smashing a barrel etc., causes a power pill to be released, most useful, these cause your blows power to be doubled, and the damage done by your opponent halved. Watch out for the crowd by the way, they can and do join in.

Should you survive a round than you are awarded cash prizes according to your performance, a set amount for the round, extra for Knock downs performed and a Brutality bonus for your savagery that round.

So that's Pit-Fighter and how about the LYNX conversion? Well it is a very faithful conversion of an average arcade game, now overshadowed by the likes of Streetfighter 2 and the vicious Mortal Combat. However even if the game is not state of the art now we can take solace in the fact that the LYNX conversion is easily the best version of this game outside the arcades. The LYNX handles the digitized fighters much better than the sad SNES and Mega Drive conversions ever did, and even faithfully reproduces the scaling as the fighters move in and out of the arena in 3D.

The LYNX needs more recognisable games, even household names if you will, less unknown-platform-game-like-mario or almost-afterburner-clones to swell the ranks of it's software library.



So I liked this conversion and if you liked the arcade game here it is to fit in your pocket (large), and it'll give you a good beat 'em up to fix until Streetfighter 2 comes along . . . (NOT!) ✱

Stephen Goss

Name:	*Pit-Fighter*
From:	*Atari*
Price:	*£29.95*
Date:	*May*

Graphics	★★★★★★★★★★	8
Sound	★★★★★★★★★★	7
Playability	★★★★★★★★★★	8
Overall	★★★★★★★★★★	8

world class soccer

FOOTI GAMES ON A CONSOLE, YOU EITHER LOVE THEM OR HATE THEM. I HAVE NEVER SEEN A GOOD FOOTBALL GAME ON ANY MACHINE EXCEPT FOR THE TWO MENTIONED BELOW. BOTH ARE TEN YEARS OLD OR EVEN OLDER, ONE IS "INTERNATIONAL SOCCER" ON THE C_64 AND THE OTHER ONE IS THE SOCCER CART ON THE"INTELLIVISION" .NOW A SOCCER CARD ARRIVED FOR OUR FAVOURITE "PUSSYCAT", CAN IT BREAK THE BOREDOM OF NONE EXISTING KICKING GAMES?WELL ON POWER UP YOU ARE GREETED WITH A PRETTY DECENT ANIMATED TITLE SCREEN WITH MUSIC AND FROM THERE YOU GO ON TO THE TEAM SELECTING SCREEN. YOU CAN CHOOSE YOUR OWN TEAM AND YOUR OPPONENTS TEAM FROM A LIST OF OVER 100 AND YOU DO SO BY HIGHLIGHTING THE DESIRED TEAM(S) AND PRESSING THE "A" OR "B" BUTTON. AFTER YOU HAVE SELECTED THE TEAM(S) YOU CAN GO STRAIGHT INTO THE GAME OR SELECT FURTHER OPTIONS. ALSO YOU CAN CHOOSE AN "AUTOMATIC SETUP" WHERE THE "LYNX" WILL MAKE THE TEAM SELECTING DECISION FOR YOU. THE OTHER GAME OPTIONS ARE "SKILL LEVEL" (EASY OR HARD), GAME TIME (FROM 10 TO 90 MINUTES), AUTO SWITCH/MANUAL SWITCH ("OPTION 1" DURING PLAY IF MANUAL) AND THE FIELD YOU WANT TO PLAY ON, DRY, MUD OR RANDOM. AFTER YOU HAVE CUSTOMISED YOUR TEAM YOU ARE NOW READY FOR ACTION AND THE VISITOR THEN "KICKS OFF". YOU HAVE TO PRESS THE JOYPAD TO CONTROL THE DIRECTION OF THE KICK AND FROM THEN ON THE GAME SLIDES "DOWNHILL", MAKING IT REALLY UNPLAYABLE. YOU CONTROL A CHARACTER WITH THE POINTING ARROW ABOVE THEIR HEAD. WHEN IN DEFENCE, IT IS SUPPOSED TO BE THE PLAYER NEAREST TO THE BALL, WHICH IS NOT ALWAYS THE CASE THEREFORE YOU FIND YOURSELF CONTROLLING THE WRONG PLAYER AND RUNNING IN THE TOTALLY WRONG DIRECTION. IF YOU SELECTED "MANUAL SWITCH" AT THE BEGINNING OF THE GAME, YOU HAVE TO PRESS "OPTION 1" TO SELECT YOUR PLAYER NEAREST TO THE BALL BUT THIS DOESN'T WORK BECAUSE YOU CANNOT KEEP UP WITH THE PACE OF THE OPPOSITE TEAM. TO SWITCH BETWEEN YOUR DEFENSIVE PLAYER AND THE GOALKEEPER YOU HAVE TO PRESS "OPTION 2" AND THE PLAYING FIELD "ZOOMS" OUT FOR A WIDER VIEW AND THIS, FUNNILY ENOUGH, WORKS VERY WELL INDEED. IN OFFENSIVE MODE YOU HAVE CONTROL OF THE BALL WHICH YOU PASS BY PRESSING "A" OR KICK HIGH BY PRESSING "B". USUALLY YOU ARE IN POSSESSION OF THE BALL FOR MAYBE 8 SECONDS, WITH A VERY BAD SPRITE COLLISION DETECTION YOU CAN NEVER REALLY TELL WHEN TO ACTUALLY KICK THE BALL IN THE RIGHT DIRECTION OF YOUR TEAM MATE.——YOU CAN ALSO TACKLE AND PENALTY KICKS ARE AWARDED FOR ILLEGAL TACKLES. IF YOUR OPPONENT DID AN ILLEGAL TACKLE YOU HAVE TO DO A ONE_ON_ONE WITH THE GOALKEEPER. YOU HAVE TO TRY TO SCORE A GOAL BUT BEFORE YOU CAN EVEN MOVE, THE OPPONENTS GOALKEEPER COMES RUNNING OUT OF HIS POST AND KICKS THE BALL AWAY FROM YOU. IN THE MANUAL IT SAYS YOU HAVE TO SCORE A "QUICK GOAL", HOW QUICK DO YOU HAVE TO BE, QUICKER THAN THE WHISTLE.

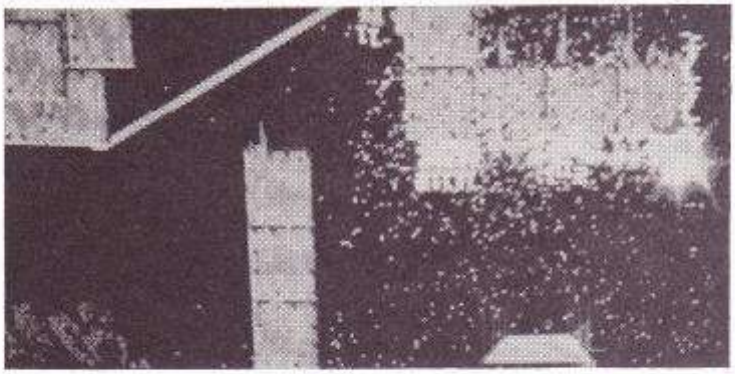
IN SUMMATION: ATARI (UK) SAID THAT THIS GAME WAS PROGRAMMED IN THE USA AND IT SHOWS. IT WAS NOT MEANT FOR THE EUROPEAN MARKET AT ALL SO IF YOU COME ACROSS IT, SAVE YOUR CASH AND BUY "ICE HOCKEY" INSTEAD.

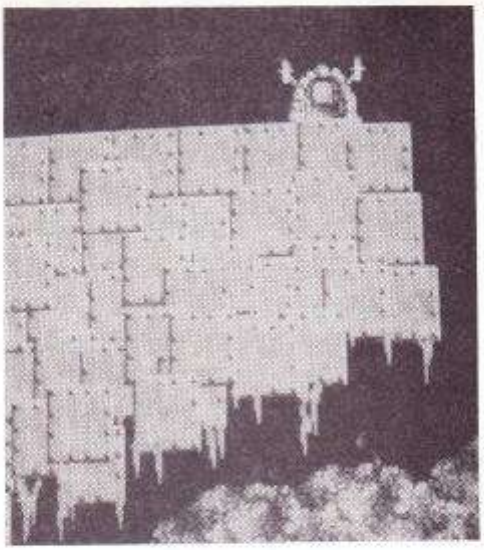
thomas

graphics	***	*3*
sound	***	*3*
playability	***	*3*
overall	***	*3*

"a terrible football game, that should be avoided at all costs"

LEMMINGS





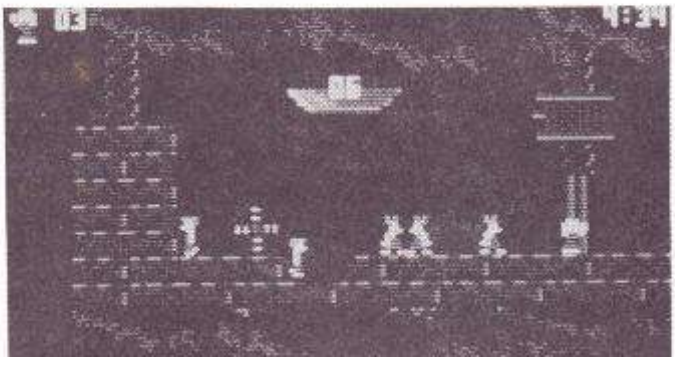
It was hailed as the most original game of the decade when it was first released, and like R-Type, it's available on every format from the PC to the gameboy and has been for some time (ever feel like the poor cousin?)

Yes folks, after two years of promises - LEMMINGS has finally found it's way onto the Atari Lynx. Now, hard as it seems to the rest of us, there still may be some folk out there in Lynxland who do not know what LEMMINGS is all about!

Basically it's a game all about Lemmings (get away): cute little multi talented creatures. You have: Climber Lemmings, Basher Lemmings, Pick Axe Lemmings, Digger Lemmings, Parachute Lemmings, Builder Lemmings, Blocker Lemmings and Exploding Lemmings. Individual talents aside, Lemmings have one important thing in common - they are all very, very, very stupid! Left to it's own devices your average Lemming will happily walk off any cliff or into any trap. Your job as God of the Lemming tribe is to save these endearingly stupid creatures form their own deathwish. This is complicated by giving individual Lemmings one or other of the above talents in order to build, tunnel or escapes and bring the bulk (I.E: the ones you haven't managed to kill) of your Lemmings to safety.

Lemmings was first released on the Amiga and was hailed for its beautiful background graphics and wonderfully animated. but very tiny sprites. You will be pleased to know that, graphically and sonically, the Lynx version is practically a carbon copy of the Amiga version. Even down to the animated opening sequence where a Lemming drops from a balloon, climbs a cliff and ends up standing on the L in Lemmings. The chipmonk-like 'Oh No' when you blow up your Lemmings is superb and you will find yourself exploding defenceless Lemmings just to hear it. Background tunes too are varied and good.

The original control system relied entirely upon the Amiga's mouse. The type of Lemming you wanted was picked from a menu along the bottom of the screen and the pointer was then whisked across to zap your chosen Lemming. Obviously, this control system would be impractical on the Lynx. While the joypad is good, it lacks the speed and precision of a mouse. The control system on the Lynx is therefore completely different. Option 1 freezes the main action and takes you into the Lemming selection screen. Here you are shown each of the types of Lemming, fully animated, and can select the one you want. Once you've picked your Lemming type and returned to the action screen you maneouver your cursor over your chosen Lemming and zap the hapless fellow. It must be said that part of the appeal of the original version was the fast and furious action that developed when you had to constantly dash between Lemmings and menu, with no cessation of the action. To a certain extent, this frantic element is lost on the Lynx version. The constant to and fro-ing between

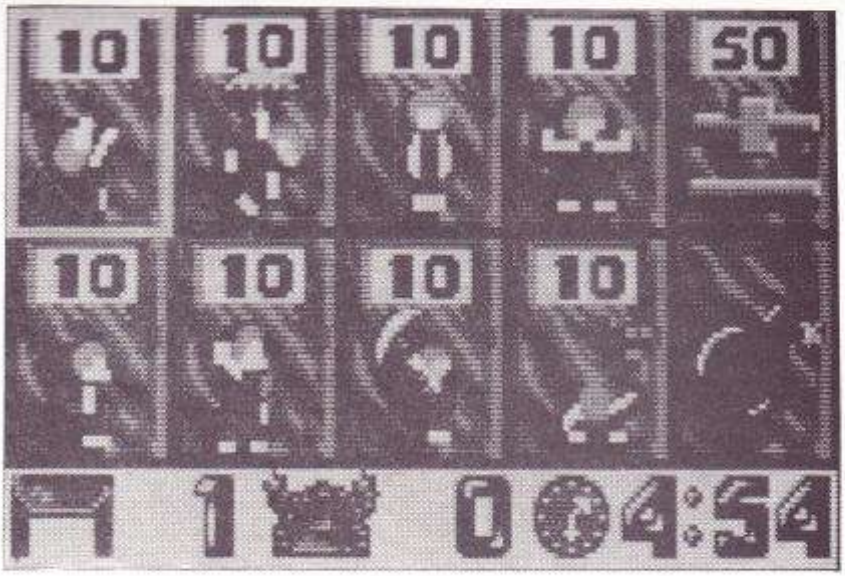


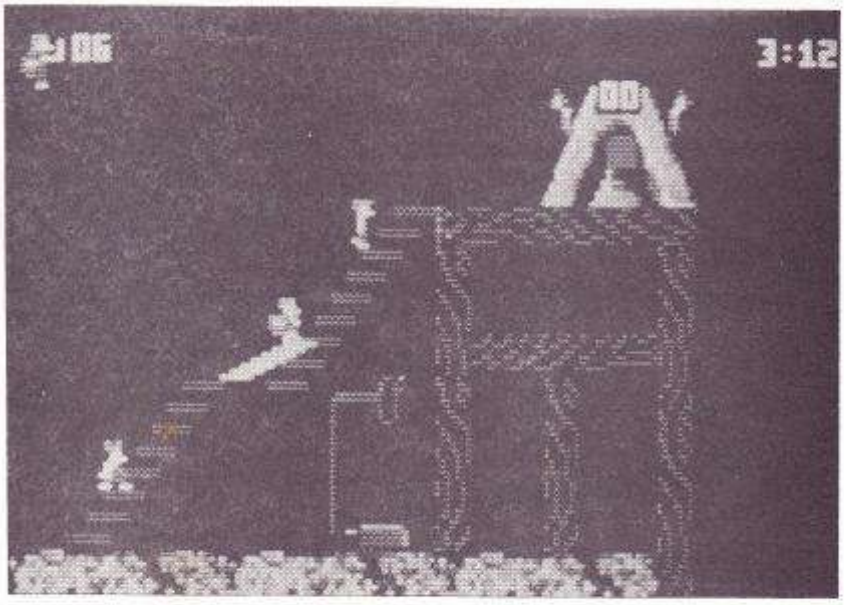
main screen and selection screen tends to break up the action and might detract from the overall appeal for some. Personally, I think once you're used to the screen changing the gameplay will naturally speed up anyway.

The Lynx version does have one option the original did not have. Pressing Option 2 will double the speed of all the Lemmings. Useful if you've finished your route and have fifty or sixty Lemmings to get to safety. There is also a two player Comlynx option.

Two player Lemmings is a game that should only be played with mortal enemies. Any friends will remain so only until you explode one of your Lemmings on their bridge and send all their Lemings plummetting to certain doom. Two player Lemmings is vicious, underhanded, dirty and more fun than surfing down Niagra falls.

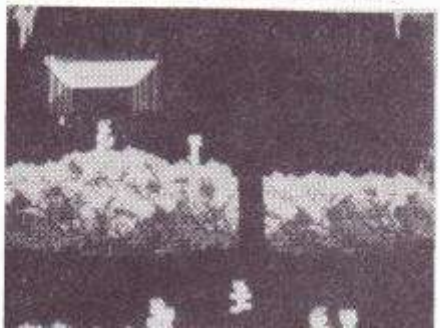
In summation: Lynx Lemmings is an excellent conversion of an excellent game and guaranteed to frustrate and delight even the most hardened of Lynx users. Thoroughly recommended. All we need now is R-Type and I'll be a happy man.





graphics ********* 9
sound ********* 9
playability ********* 9
overall ********* 9

"One of the best conversions ever to be unleashed on the Lynx"



Jimmy Conners tennis

Wimbledon has come and gone, and everyone seems to be playing tennis in the summer sun. Well Atari, not one's to let a good situation slip. Are about to release the first tennis game for the Lynx. And for once, they have made a stonker of a game. Developed by Handmade software, the people behind the brilliant Awesome Golf. It lets you take centre court against some of the best tennis pro's and even Jimmy Conners himself.

Although you can go straight into the game, it is best if you do a bit of practice first (well so you don't embaress yourself too much).

Select the mechanical ball in the options screen, and you will find that you easily get the hang of the game. But watch your precentage, as you will find that anything under 65% will mean that when you do finally play some of the tennis pro's, you are likely to get slaughtered.

Well when you finally have enough confidence. Take to the court, where you can dole out some Ace's to the local tennis wally's. If you beat most of these and you think you are a bit of a Boris Becker (You know, the german geezer!). Then why not miss out a ranking of two, and take on some of the better players, although they are pretty tough. Work your way up the ranking until finally you meet the man himself, Jimmy Conners.

Although a very dificult player to beat (it took me 48 tries!), he's not invincible and you will feel a sense of achievement when you finally do.

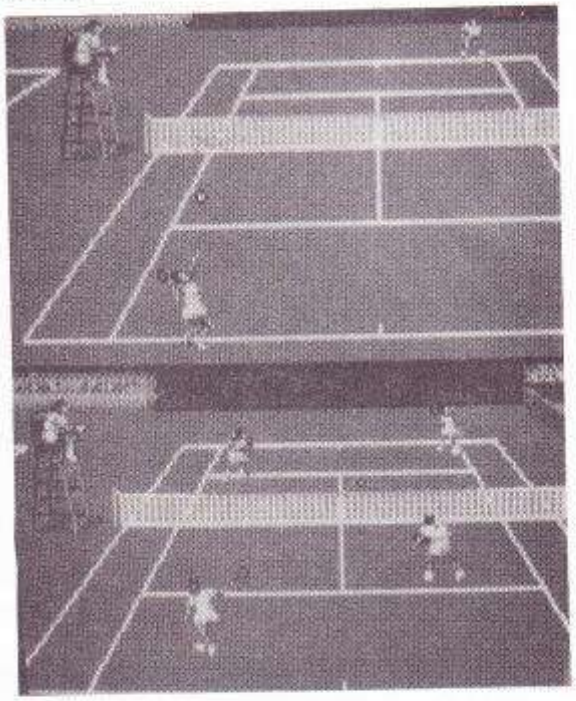
Graphically the game is excellent, with nicely animated tennis players. And one of the best looking courts I have ever seen.

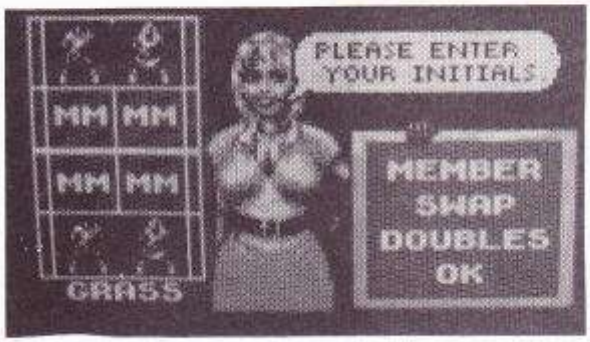
The sound is very good. With the clearest sampled speech I have ever heard. The scores are actually called out, which adds a real nice touch to the game.

But above everything else it is the gameplay that really makes this game special. Plug it in for ten minutes and you will be hooked. Even in two player mode where it does not have the same quality put into it, it is still great fun.

sion of the original. Pitfighter is not too bad, and now Jimmy Conners Tennis. All though lacking in quality for quite some time, Atari may have finally got it's act together. But is it too late.....

JC'S tennis is a really excellent title. I have been told that it is to be backed up with a major ad campaign. Might we even see Jimmy Conners himself in a Lynx ad. Anyway raid your local store as soon as this hits the shelfs.....





graphics ********* 9
sound ********* 9
playability ********* 9
overall ********* 9

"at last you can play your own wimbledon finals on you small screen, and even maybe win the championship"

A POTTED HISTORY OF VIDEO GAMES: Why, How & When

PART ONE

Psychologists - generally speaking: a bunch of over-analysed, interfering busy bodies, with nothing better to do than tell you how to live your life.

Let's face it, if you enjoy playing video games (and with a Lynx, how could you not?) then you've probably heard a psychologist putting you down as an aggressive, introverted, socially backward, emotional reject.

'Okay' I hear you cry 'Put the boot in Alex, tell it like it is - mash 'em with their own psycho-babble.'

Well I would like to - but there's something most of you probably don't realise: the whole field of interactive video technology was invented by a group of psychologists working for the American space program.

Why did NASA approve of and fund the development of such time-wasting 'games'.

Simple, their psychologists were looking for a series of tests, to evaluate and improve

Hand - Eye Co-ordination among prospective astronauts and pilots. The first programs, simple bat and ball games were the result.

Now all this happened in the early seventies - by the mid seventies such games could be found in most airport waiting lounges (yes. I remember playing one) and the first home consoles were available in the shops (yes, I had one). These consoles were limited to about five built in games, all with vertical bats and simple square 'balls'.

As well as bat and ball games (football, squash & tennis variants) some of the better consoles came with light sensitive rifles or pistols. Mine would only work in a dark room with the TV contrast turned up, so that the white dot of the 'target' was bright enough to leave an after image on your retina.

This was all well and good and at this point no-one seemed to think playing such games would turn you into a sociopath.

And then in 1979 Taito launched NASA 's training aid on the world - SPACE INVADERS (SI).

I distinctly remember the first time I encountered as SI cabinet - it was in a tiny cafe in Roermond, Holland - I must have been all of eleven years old - it was a large brightly decorated cabinet, with a small video screen. Bands of different hued plastic covered areas of the screen - giving a feeble illusion of colour, the ship was controlled by a large dial that moved it left and right and there was one fire button. At the time I wasn't all that impressed. I preferred (and still do) the noise, colour and sheer speed of pinball machines. (Roger Daltry's got nuthin' on me!)

However, SI was, and still is, a simple game, but one of the most addictive ever concieved.

In months Space Invader fever swept the world - tournaments were held where participants spent hours at cabinets, running up scores in the millions. For the first time teenagers spent all their money on something other than clothes, sweets, comics and each other.

Space Invaders wa universal, because the basic principle was so simple, it appealed to all ages and both sexes. Unlike the games today it did'nt take you five credits and twenty minutes just to work out what the buttons did - it had instant 'plug in and play' appeal. From theron games began to get more complicated, instead of merely left and right, ships began to move up and down - the original Galaxians game is probably the earliest and best example. The platform game was born with Donkey Kong (the original Nintendo Mario Game), again a simple but addictive concept that pioneered the tradition of giving video games really stupid titles.

Technology meanwhile, began to make hugh advances - smaller and more powerful computers and ever more complicated circuit boards were developed. Handheld games, based around LEDs (Light Emitting Diodes) began to appear in the shops - the commercial market for batteries practically trebled overnight.

In the early nineteen seventies Nolan Bushell, a californian inventor, developed a video games unit in his garage. His idea was to make a small unit that was capable of playing a variety of games, with colour and sound, on a home television set. This became the VCS 2600 cartridge unit we know and love today. Bushell formed Atari to market his machine, and soon sold the entire company to Warner Brothers for forty million dollars.

In retrospect, with the sales of both VCS 2600s and cartridges now numbering many millions, they got a bargain.

But while the Atari console was a commercial dream the world over - console development stopped there, marooned for a best part of a decade in the late seventies. Why?

Part two next issue

COMPETITION TIME

Those really nice people at Telegames have done it again, and have given us some of their excellent games to give away in this simple competition.

The first correct entry pulled out of the bag on October 30th, will win themselves any three Telegames Lynx titles of their choosing. Second prize will be any two Telegames Lynx titles, and the third entry pulled out will win themselves any one Telegames Lynx title.

Every entry will also recieve a money off voucher towards any Lynx title.

All you have to do to have a chance of winning these great prizes is to answer the following simple question;

1/ What great beat-em-up, about two brothers is about to be released by Telegames?

Send answers on a postcard together with your name and address to:

TELEGAMES
LYNXUSER COMPETITION
WIGSTON
LEICESTER
LE18 3TE

Normal competition rules apply. The decision of the judges is final. There is no cash alternative.

Lynx high scores

Here is the second Lynx User High scores page, addicts across the land have spent many a summer evening, battling robots, leapng chasms, toasting penguins, flipping chrome and generally starting engines, just to see their name in lights (well ere...ink actually)

Double Dragon	
Alex	129500
Ed	59700
James	85110
Tony	110250
John Barlow	120900

Batman	
Luke Howse	556900
Mark Eyres	98600
Andrew Weeler	230200
David Glew	302700
James	385200
Nigel street	149200
A.R Sole	450900
David Green	510750
John Whitely	258700
Joe Francis	88400
Mike Allen	285100
Susan Francis	425900
Roger Brad	175000
Kathy King	357800
James Piper	231500
Ed	212200
Bill Fullager	244900
Sam Davids	450600
Chris Steers	495100
Steve Lowe	202500
John Adams	350600
Simon Peters	409800
Paula Johnson	601700
Dave White	90600
Sara Lucas	199500
Phil Peddle	159200
Bill Beavis	325600
Eric Booth	232400
John Harley	258700
Winston Clarke	135800
Warry Moore	152500
Jan Francis	199000
Allan	205500
Joe	120500

Blue Lightning	
Roger M Mills	615500
David Barratt	475600
Gary Dipple	595700
John Smith	655250
Eric Booth	187400
Ed	370200
P.J Smith	250300
James	510200
William Cordy	620100
Dave Fuller	350300
Mike Watson	485600

Xybots	
Martin Stephens	1310500
Paul Ruddock	212600
Tony	555400
Frank Steel	445000
George Fields	555600
Andrew Smith	212200
Ed	788200
James Piper	980100
Steve Lowe	536400
Simon Smith	410000
Steve Sayers	680550

Pinball Jam	
Gary Corke	2980000
John Sester	4850000
Ed	5500000
Gary Dipple	3490000
Brian Brown	4240000
Joe Smith	6230000
David Barret	7800000
Gavin Lucas	4100000
Andy Toms	5210000
Mike Hoare	6050000
James Piper	3850000
Pete Jackson	6890000
Colin Aberts	3560000
Alan Treacher	6520000

Gauntlet	
Chris	378910
Dave Watson	163215
Mark Hall	518580
Dave Barret	691251
Thomas	564809
Colin Smith	285469
Simon Mallows	435698
Lester Main	515870
Terry Jolly	254120
Gary Sall	445892
Danny White	659897
John Hardy	123056
Alison Mites	127953
Roger Brad	490512
Ben Purer	621358
Gary Dipple	369155
Paul Moss	569874
Andrew Moss	477231
Kathy King	679121
Jason Allan	723458
David Glew	623549
Mike Sands	786058
David Glen	965841
Gary Capell	897654
Ed	320456
Jimmy Sears	795326
Gavin Lucas	805236
George Smith	356987
Liz McDonnely	695021
Steve Miller	854120
Tom Watkins	476521
Edwin Wall	325249
William Cordy	324689
Warry Moore	324568
Joe Atkins	754680
Paul Lanks	524058

Please keep sending in your high scores, and have your name up here with the rest of the champions.

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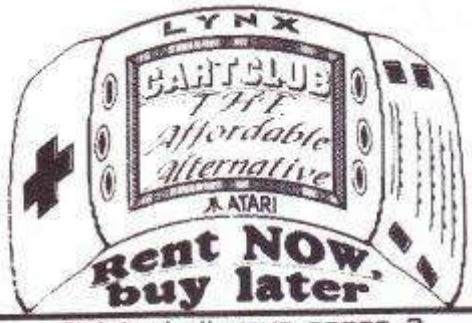

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Coming Attractions

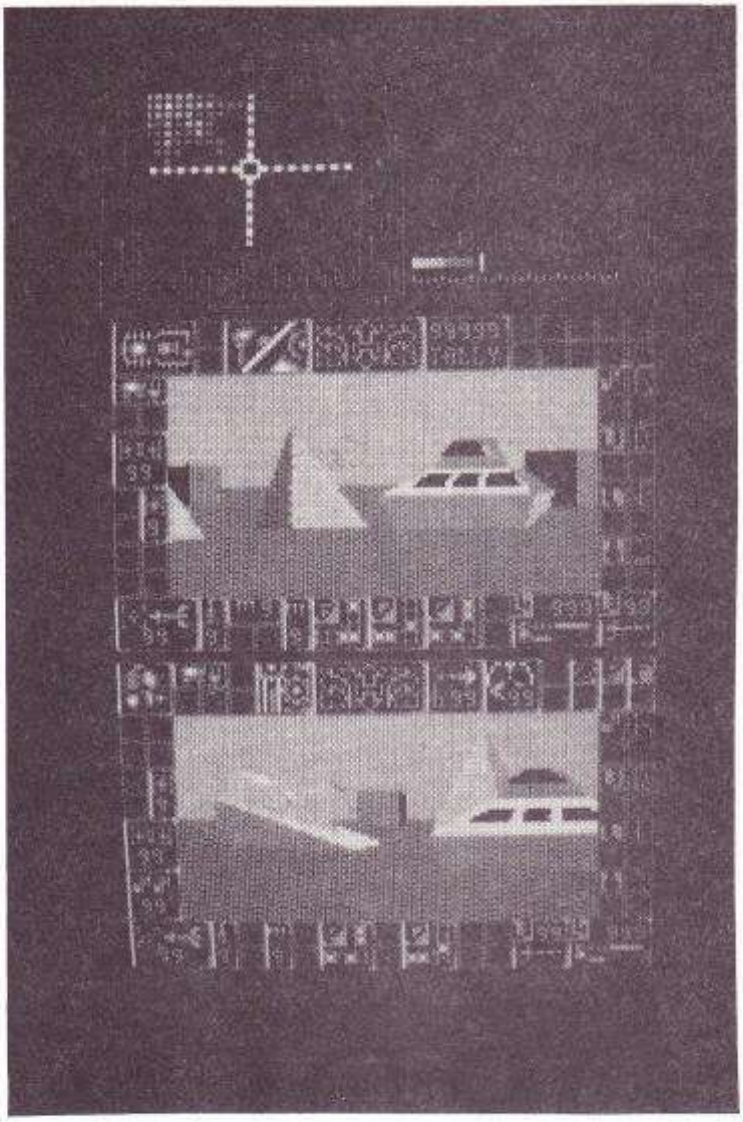
Finally after begging and pleading to get some new piccies of this Summer's new games... (well ere...two games actually) we finally managed it. So get ready for some totally obscene shots of scantily clad babes, and tanks...

Malibu Bikini Volleyball

A game that is perfect for those hot lazy days, lying on the beach with your Lynx in one hand and a cool drink in the other.

Take on a friend or the computer in some serious ball action. But beware as those beach bums play a mean game of volleyball. Play just for laughs or in a tournament.

Featuring some of the liveliest characters ever seen on the Lynx. You also have the option of choosing from a variety of beach bums while you play your heart out in the Summer sun. Don't watch those babes, keep your eye on the ball. A great game that should be in the shops around August.



Battlezone 2000

Soon to appear on the Jaguar, this updated version of the VCS classic is looking fantastic on the small Lynx screen. 3-D graphics and filled polygons, make for a promising game.

The amazing tank battle game combines simulation, strategy and skill. Ugrade your equipment as you go, but beware of those enemy tanks hiding in the undergrowth.

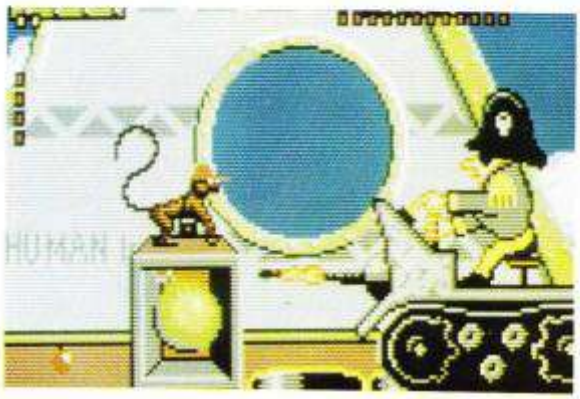
The Jaguar version promises to have arcade quality graphics and sound together with a larger playing area. One advantage of the Lynx version will be the two player option, which means that you can go head-to-head with a friend. Battlezone 2000 should be available in early september, so get saving now. Full review next issue.

GORDO 106

Gordo 106 is a small lab monkey that has somehow found itself being used for cosmetic testing. Then one day while enduring a very unpleasant experiment, Gordo is accidentally given an overdose of radiation (yer, like in the incredible hulk). Well as in all good tales (no pun intended), Gordo is turned into a super intelligent monkey. With his new found powers he proceeds to release all the other animals from their cages, and escape from the laboratory.

Guide Gordo around the side scrolling laboratory, releasing as many animals as you can, earning points along the way. You get bonus points for speed! But as usual nothing is as simple as it sounds. Apart from mad scientists trying to recapture you and return you to your cage. There are many other hazards like deep pits, that lead to dungeons with fire breathing Gargoyles which can easily turn you into toast. End of level bad guys are well mean and will definitely hamper your escape.

In summation: Gordo is a really strange idea for a platform game. But, the gameplay is rather excellent. It's easy to play and has a good difficulty ratio. Gordo is nicely animated and moves pretty fast. Joypad controls are responsive, and easy to master. The graphics are colourful, a bit samey but the gameplay more than makes up for it. My only complaint is aimed solely at Atari. Why hasn't a platform game of this calibre been released three to six months earlier? If it had together with Lemmings and say Alien v's Predator, we wouldn't have the situation we have now where everyone seems to be dropping the Lynx. Anyway give this game a look when it comes to a store near you.... GORDO 106.



DOUBLE Dragon

Name: *Double Dragon*

From: *Telegames*

Price: *tba*

Date: *tba*

You and your brother are spending the afternoon fitting a swanky new 300 watt stereo to your blood red corvette, when you hear the screams of your woman as three goliath-type-blokes, land one on your misses and run off with her. What do you do? Phone the police as any self respecting citizen would do? Nope, you put on your favourite yellow polka-dot knuckle duster and take to the streets, determined to meet out some serious vengeance (how unusual!). But there is a problem. On your way to find her, you meet a rather large man whom after walking through a brick wall, takes great delight in smashing your kneecaps off with a baseball bat, (as you may have guessed by now, I didn't have the instruction booklet, sorry!) and then there's the leather clad maidens who whip you to the edge of your life, and then some!

"... Take to the streets determined to meet out some serious vengeance (how unusual!) ..."

Having said all that you're not exactly a Mr. Bean yourself. Head Butt, Knee Butt, Elbow Jab, Flying Kick, Standard Kick and Punch are all part of your violent dance, and if that's not enough you can use barrels, knives and baseball bats to down the foe.

So how does the game play, well not bad at all actually, after you get used to the jerky scrolling and the fact that you can only see about half the area that you could on the Arcade version, then you'll have some jolly good fun! (that's if you class beating people up, as fun). There is almost enough variety in the moves to keep it interesting, but unfortunately you soon find that about half the attack moves are grossly under powered and therefore stick to just the two or three nasty ones (Elbow Jab and Flying Kick being my fave's).

My main grumble is that the geezers just will not stay down and you seem to spend forever dealing with just one man, which leads to real boredom.

Another little moan is unlike its nearest rival, Ninja Gaiden, the background can get quite bland at times, with just a brick wall or one or two trees for company.

The main sprites are well drawn, if a little lacking in detail and move convincingly. In fact it is a testimony to the Lynx hardware (and Telegames sprite routines) that so many huge characters can move around on screen with almost no slow-down. As with most Lynx games there is a lack of cinematic intro's.

Sound? well I'm afraid its all been produced by the Lynx's sound chip, so naturally it's abysmal. Why is it that hardly again Lynx games use digitized music and sound FX, when the results are absolutely stunning (Klax and Power Factor for example). Obviously it takes up memory, but surely it's worth the price.

Double Dragon is an average game but a good Beat-em-up, if you liked it in the arcade, you'll like it on the Lynx.

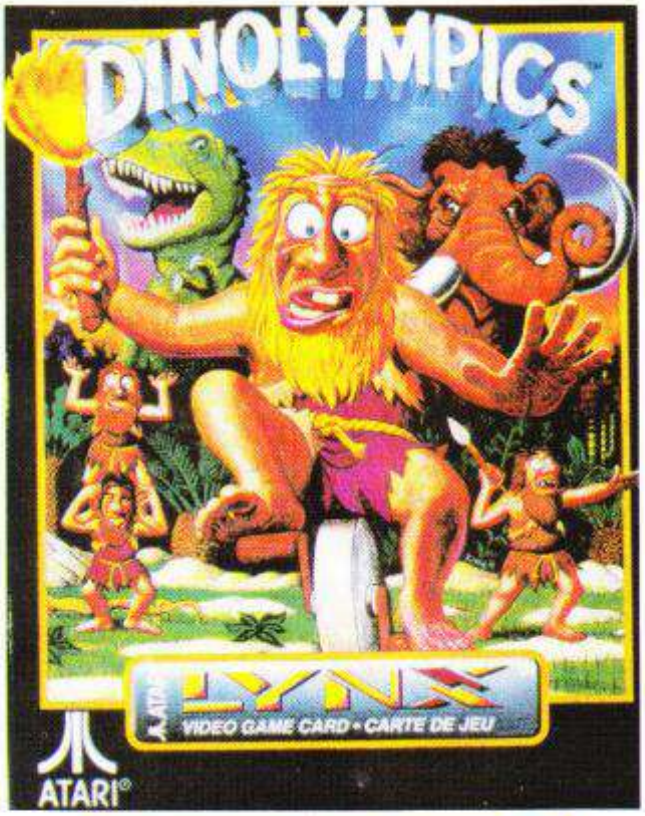
Unfortunately I did not have two copies of the games to try the two player mode, but I should imagine this would really beef up the game-play considerably. But remember before you part with your money, please *please*, ask to try it out first and if they refuse you that simple request then shop elsewhere.

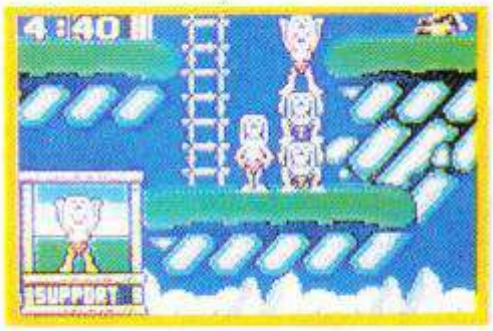
Finally I must answer the question that I'm sure everyone must be asking, "Which should I buy Pit-Fighter or Double Dragon?" Well to start with Double Dragon isn't even in the shops yet!, unless a miracle has occurred that is. That being so, does limit your choice a little, but do not fear because, unless you're a die-hard Double Dragon fan, Pit-Fighter really is the clear leader. With Fast realistic graphics and compulsive game-play Pit-Fighter is very hard to put down, and is an instant classic. ✻

Graphics 9
Sound 5
Playability 8
Overall 8
"A good attempt, but let down slightly by the awkward Gameplay and Abysmal Sound and Music."

COMING SOON
to a Lynx near you

Life in the days of the dinosaurs was hard, especially if you are on the menu of the odd wandering Tyrannosaurus Rex. To make matters worse, you are surrounded by a bunch of idiots who haven't got the slightest ideas of personal hygiene and can't hold a conversation beyond the occasional grunt. It wouldn't be a real problem, but due to circumstances you are their leader. What a life! You and your Cro-Magnon tribe must work together to survive. Nothing makes dinosaurs more happy than a Cro-Mag sandwich, so you and your people will have to use your primitive brains to survive. Roll and ride the wheels, use the spear, the rope and the fire to defend yourselves. Look for help from the King and Shaman.





You think you're good? You think you're invincible? That makes me think that you haven't met the evil Sinlendo Techmods. They'll make even you sweat!!!
Strolling along the boulevards on the famous Atarian leisure moon, you come to the focus of your visit - the incredible Virtual Reality Simulator. Here you'll have to face the challenge that Redd Ace encountered when evil Sinlendo Techmods invaded Atarian territory. Redd Ace, a hero of such magnitude that even James Bond has his autograph. If you think you're real good you should try and search for bomb components in Sinlendo's stronghold, the Cegarian Power Station. You'll be armed only with a Tmat MOW gun and a backpack leviator. You open the door of the Cegarian Power Station and it closes - wham!!! You notice there's someone behind the corner - an evil Sinlendo Techmod ready to "welcome" you ...

ATARI LYNX

The game of Life

Life it's a funny old game. One second your with your mates, having a high old time, the next they've buggered off and you die of loneliness. Yep, Life's a funny old game all right. And in this feature I intend to discuss the game of Life in all it's ramifications.

Life was invented by John Conway, an american programmer. His idea was to produce a simple mathematical model that would mimic the patterns of life and death in a bacterial colony.

The initial rules that governed Life were simple: a single bacterium would die of loneliness. A bacterium with a single neighbour would die of boredom. A bacterium with two neighbours would be happy and reproduce, a bacterium with more than three neighbours would die of overcrowding. The ultimate aim of any colony was stability. If there was a choice between growth and stability - the colony would always choose stability. The concept quickly became very popular with fellow programmers who often tagged it on to programs they were writing. The basic rules were adapted and changed slightly by each programmer, but always stayed true to the idea of complex simplicity. Most operating systems have a version of life hidden somewhere in their mathematical innards.

Epyx, the people who developed the Lynx, also tagged a version of John Conway's Life onto a program. In their case that program was Zarlor Mercenary, one of the best multiplayer shoot-em-ups available on any computer system. Epyx rarely did things by halves, and the version of Life attached to Zarlor is a formidable bit of programming in it's own right and demonstrates the sheer computing speed of the LYNX.

To access the program simply plug in and switch on Zarlor. On the character select screen, hold down Option 1 and press up, Down, Left, Right, Up on the control pad. The character select screen will disappear and the initial Life screen will appear. You are now into the Life game. And it's not just a simple demonstration program like most, it's a full blown package. Complete with a library of interesting and unusual bacterial colonies, full draw, erase and copy with 4 way rotation and reflection.

Controls:

Use joypad to move cursor, blocks and box. Press A to set a pixel, hold down A to set more than one. Press B to undo a pixel or block, hold down B to undo more than one. Option 1 for a wrap around screen and to reset copied block to single pixel. Option 2 for non-wraparound screen and to reset copied block to single pixel. Restart (pause and Option 1) to clear screen. Pause & B to recall last block copied and rotate/reflect block. Any button or control will pause the bacterial activity.

Pause & A to Enter Copy Mode:

In copy mode: A to set corner of copy box and to fix block to be copied. B to remove copy box. Pause & B to rotate & reflect block. Pause & A to enter colony library (IE: from main screen press Pause & A twice). In Colony Library: controls as for copy.

In the first few years of it's existence, Life was the focus of several competitions. Programmers were asked to find colonies: that travelled, that stayed stable and threw out travellers, that produced coherent patterns. All these and more are included in the colony library.

Now while life may be an interesting simulation, it takes on a whole new dimension when viewed from a human angle. The 'bacterial colonies' are excellent models for human civilizations. A successful colony, one that starts small and grows quickly, sending out many travellers - is like a conquering empire, the travellers: armies on the march or exploring ships. A stable colony is like an old empire, no longer intrested in expansion or conquest, content to stay as it is. Larger travellers are like gypsies, leaving nothing behind but memories. A perceptive person can see much of humanity's behaviour and civilised achievements in the interactions of the Life pixels. There is a basic pattern to life, all life. Bacteria obey the same basic rules of growth and death as people. it's simply not complicated by things such as:television, hamburgers and hair loss. So don't think of the little pixels on your Lynx screen as bacteria, think of them as people, and the whole simulation will make far more sense.

Life is not a proper game, but until we get Populous on the Lynx, it's the best shot you're going to get at playing GOD.

Batman returns

Well we all know how tough Batman is, and getting through all four levels in one sitting can be very hard. So we have a few tips for you, which should make them walks down Gotham City a bit more pleasant:

On Level one, when you get to the big red box that the motorcycles come out of. Go into the box, and you will find a power-up and some Batarangs. But be quick as the returning motorcycles can easily get you if your in the box when they return.

Still on Level one. At the first traffic light you get to (there is only one on this level) stand underneath it and jump up and there is 10 Batarangs.

After the big fat Clowns that roll the bombs there are six lamposts. At the base of 2nd you will find Acid. At the base of the 5th there is a power-up, and at the 6th is a 1000 point bonus.

At the Supermarket that starts to flash then blow up, duck behind the mail box and you will not get hit at all.

Also at the end of Level one when you are being shot at by the Penguin. To destroy the giant duck aim for it's head. Everytime it is hit, the head will jerk back.

And finally if you really want to cheat, here is the level select for Batman.

At the title screen, using the joypad

Press Up 8 times, down 12 times, left 15 times, right 19 times and option 1 27 times.

Viking Child

One of those games that we have had countless letters about. So we thought we would give you a helping hand with some of those dangerous monsters.

1 THE DOG - This guy is a pickle to eat. His movements are not hard to work out, just get close enough to hit him with your sword. If you stay at that distance, when he jumps you will not get hit. Once he lands go over to him and keep hitting him. Once he's dead, get the key and exit the Level.

2 KNIGHT - Faster than the Dog, but don't let that bother you. As he charges jump and stab at his head, get your timing right and you will go through him with no energy loss. Or alternatively you can blow him apart with fire balls.

3 Sorcerer - Easy,easy,easy to guarantee this guys death buy the maximum amount of fire balls at the last shop where you get 8 for the price of 4. Once you meet this dude walk toward him (right), and fire eight or nine fire balls. As soon as he blows up you should be able to get all the bonuses!

4 THE DRAGON - Save money from all Levels for this one. One of the hardest bad guys in the game. All you have to do is save 150 Gold for the shield, and buy more bolas and should be okay. First go far left onto the ledge, and jump and fire bolas at his head. Timing is crucial as a wrongly fired bola will hit a baddie dragon as it jumps up. It will take all your bolas to kill this thing. If you don't have a shield or bolas, you will die very quickly. All you can do is stand next to the Dragon, and jump at it's head with your sword. If you walk into the Dragon wave bye to a whole life, and the little Dragons do you no good (extra tip:

when you defeat the Dragon, drop to the bottom of the mountain. You will find that all the hidden bonuses are back!

If you are still having problems with Viking Child, you will find the complete solution in the next issue. We will also be printing all the maps in a future issue.

THE GOOD, THE BAD AND THE UGLY

Every issue we will be giving you the lowdown on some of those previously released Lynx titles you may have missed. From the good to the downright awful.

BATMAN

Gotham City is in desperate trouble again. Help Batman destroy the evil Penguin in this horizontally scrolling beat-em-up. Use your fists to punch your way through hordes of Penguins thugs including motorcyclists, clowns, killer penguins and even Catwoman. Get through and you will have a showdown with the dreaded Penguin himself.
Great graphics, but very ordinary sound and basic gameplay make this a must for Batman fanatics only. Overall 7/10

CRYSTAL MINES 2

What we have here is a very good boulderdash clone. As its name suggests, you have to work your way through numerous levels of mine action. The basic idea behind the game is to collect a set number of crystals within an allotted time limit; this of cause gets tougher the later levels you get to. Your character carries a weapon with which to blow away the enemies and the surrounding walls. Buried amongst the debris are a few bonus items including what must be the ultimate power up; the smart bomb. While the game does'nt show off the Lynx in it's full glory it does contain one major factor - FUN with a capital "F". Overall 8/10

CALIFORNIA GAMES

The very first game released for the Lynx is quite an enjoyable experience to play. Although only two out of the four events are worthy of attention, both Surfing and BMX riding are both great fun. Surfing, my personal favourite in one player, is also the best with ComLynx. It's possible to knock your opponents off their surfboard, and, whilst the fun might not last as long as with Slimeworld, it's well worth a look. Neat graphics, and a brilliant rendition of "wipe out" on the Surfing game make this game a must. P.S You should also be able to pick this game up for less than a tenner secondhand. Overall 7/10

XENOPHOBE

Has been out quite a while now, and most self respecting Lynx owner should have a copy. The aim of the game is rid various space stations of the Alien infestation that inhabits them. Choose from a range of different characters, including being an Alien yourself in ComLynx mode. Being this creature is incredibly enjoyable, especially if the other players don't know who you are. The best approach I found was either to sit behind a door leading to a room where the other players are and spit into it or just charge around knocking people over. Although the latter is most effective it just does'nt seem to be quite subtle enough. Strange that, isn't it? Try before you buy 7/10

SCRAPYARD DOG

Louis the scrapyard guy was eating his lunch when that dangerous gangster Mr.
Big blasted his way into the yard and poochnapped Scraps, the scrapyard dog. Boy was Louie mad! Not only did Mr Big purloin the puppy, he also knocked Louie's headcheese sandwich into the dirt. Armed with a bunch of old cans (Wow, this guy's one tough mutha). Louie sets out to rescue his dog and avenge his headcheese. Can Louie save his cruelly captured canine, or will scraps end up as dogmeat? Crap plot huh? Still, life goes on...As Louie it's up to you to reach Scraps through six gruelling stages, each comprised of four sub levels, with a henchman at the end of every fourth level. Along the way you'll encounter various hazards, gun toting henchman, mice, birds, tanks, falling flower pots, cranes e.t.c. Most of which can be disposed of by one or two hits with your can. As you progress, by pressing down on the joypad on certain objects it's possible to enter a bonus room, where by completing a task you can pick up or buy extra weapons, time, shields or extra lives. As with Super Mario land on the Gameboy it's possible to get a "Super Louie", although instead of increasing in size, Louie decreases. Touching an enemy returns him to the normal size again. Audio and visual effects are nothing to write home about, unless of course you like writing home about audio and visual effects. Gatneplay seems dismal to start off with, but soon becomes adrenalin pumping as you get past the junkyard and into the city. For most of the game you could be forgiven for thinking that you're playing Mario on the Gameboy. Everything is here,the bonus rooms, piloting a craft through the sewers, and jumping up to reach a note at the end of each level. Not bad 8/10

HYDRA

Programmed by NuFX, the people behind the excellent Toki, and the forthcoming Eye of the Beholder, Hydra involves piloting a speed-boat down rivers at high speeds. Riveting stuff....
The most noticeable thing about Hydra is the music. It's poor...But, it also sounds spookily like the theme tune form Stun Runner. The graphics too look spookily like a cross between Stun Runner and Roadblasters, and quite effective they look too (and don't let anyone tell you otherwise). The aim of Hydra seems simple enough - take a cargo of something dodgy to a destination point without running out of fuel or loosing the cargo. Enemies appear all the time, and most of them animate smoothly and effectively, apart from the main sprite which can feel a tad unrealistic to control at times. The main downfall of Hydra is perhaps the difficulty setting. After only two days of playing the game, I finished it. And after seeing the poor end of the game sequence, I did'nt even play the game again. A perfect conversion of a very ordinary arcade game. Overall 2/10

SHADOW OF THE BEAST

The game was programmed by Digital Designs, who, I must say have set up some pretty fancy intro screens, including the rather nice Psygnosis logo, from which the Owls head zooms out. I'm sure you know about the game history so I wont bore you with it. You control a Beast. The Beast to be exact, and you must run around and beat things up. And that, as they say in the biz, is that. Graphically the game is almost faultless, and the sound is equally (if not more so) impressive with some really clear toons in there. The sprites are really well drawn and all animate incredibly smoothly, including the main character. At first I found the game to be slightly dull, but after a little persistence, it became really good and I managed to get quite far. All factors considered, this is one hell of a game. Overall 8/10

Basketbrawl

Basically a conversion of the 7800 originall, and it certainly shows....
The game starts in the absence of an introduction of any kind. You must choose your character, with his own special abilities. Then it's onto the game, where if you picked a good character, it's possible to completely slaughter the opposition . Sound is dismal, and the graphics are the worst I've seen on the Lynx in terms of colouring and definition. Animation too is poor, and it makes Tournament Cyberball look good in comparison.
The gameplay seems okay to start with, but soon becomes very, very dismal. After all does playing basketball with no rules for five minutes sound like your idea of fun? It probably would of been better if Atari had instead opted for a time limit of 2 minutes. All factors considered, Basketbrawl is worthy neither of the Lynx, or of £25 of hard earned dosh. Overall 3/10

STEEL TALONS

Fortunately, although it has a strange title this is one of the best Lynx titles around. You are given a mission at the start of the game and and must complete it by destroying all targets (planes, helicopters, depots, jeeps, e.t.c) to gain some points. Failure to do so still allows you to move onto the next mission. The game has a good feel to it, and the helicopter handles well. Searching down targets can prove difficult, especially if you are going too fast and burn right past them.
The sound is average, but there is some speech at the beginning of each mission (suitably crackly). The graphics are made up of filled vectors as in Warbirds and all rotate and release smoothly

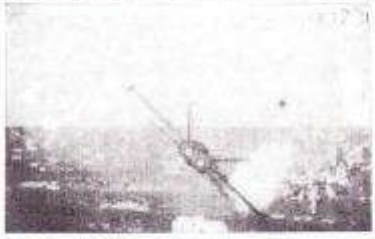
Fortunately they don't use the Lynx's hardware expand feature, and as such, avoid the blocky feel of such games as Stun Runner and Blue Lightning. The information about speed, altitude and direction are all well displayed, along the left, right, and top of the screen respectively. The missions are all suitably challenging, and some of the later ones can be frustating at times. The speed of the game, one of the main stumbling blocks of some arcade conversions, has come out reasonably well, and, although it obviously isn't as fast as the arcade version, it isn't exactly a snails pace either. There is one problem with this game, and that's the lack of a password option. It can get rather tedious playing through all the levels time and time again. Apart from that though, the game is one of the best all rounders I've played on for quite some time. Overall 9/10

BLUE LIGHTNING

Stop the advancing enemy using your advanced prototype fighter plane. You are the countries best pilot (or the most stupid) and you must take on the enemy in the air, on land and in the sea.

Using a heavy cannon and a limited number of rockets, you must fight through nine levels of the most ferocious battle grounds ever to appear on the Lynx. Finally destroy the main communications centre and return home to a heroes welcome.

One of the original batch of four Lynx titles, and it still compares favourably with anything the Game gear has at the moment. In fact if Lynx games has stayed at this quality there would be no Game gear. Blue lightning is my all time favourite game, and wholeheartedly recommended. Overall 8/10



NINJA GAIDEN

The very first beat-em-up for the Lynx. Ninja gaiden is the classic Shadow Warriors, renamed for some stupid reason. You play the game on the mean streets of some unpoliced city. And you must use your Ninja experience to fight off the hoodlums coming your way. Your Ninja skills include high jumping, wall flipping, swinging on a bar, front punching and random kicking.

You can pick up extra bonuses hidden in telephones, boxes and crates. These include a Ninja sword, extra health and extra men. The main hoodlums are red shirt wearing ducks, who only die after being knocked down three times. As the game goes on, it gets harder to knock them down, and their punching power increases. Also getting in your way are log carrying strong men, that seem to like knocking your head off, Sumo wrestlers and others too hideous to mention (sounds like the Lynx user office on a monday morning).

On all the levels, the movement of the Ninja, and all the 'baddies' are reasonable.

To sum up this is not too bad a game, although a bit dated. Overall 7/10

SHANGHAI

If your a fan of strategy (not that there's many type strategy games available for the Lynx), then this could well be the game for you.

Shanghai, or Mah Jong if you prefer, is a very old game dating back at least 25 centuries.

The idea of the game is to remove tiles from a pattern of 144 tiles randomly placed. Patterns of tiles can be chosen by you in any one of seven different formations, Dragon, Hawk, Butterfly, Fish, Bear, Spider and Turtle.

Once you have started the game you will notice that 2 or more of the tiles are the same. This is your clue to the next part. What you do is to pick two identical tiles, then press Button A or B to remove them if they are free. Free meaning - nothing blocking it left, right and top.

If that's successful, the tiles will vanish leaving you to choose another two tiles, and so on until all the tiles are gone. Yes it's that simple (Confusious once said; Man who farts in church sits in own pew.)

Options include four different ways of playing solitaire, two player, alternative competitive, simultaneous competitive and simultaneous co-operative).

The difficulty of the game may put you off (if this review already has'nt), but the addictive nature of this game may keep you trying.

Graphics and sound don't really make this type of game, so I don't think it's really fair to comment on these. Playability top notch. Overall 7/10

BILL AND TEDS EXCELLENT ADVENTURE

Excellent! Well maybe. You take on the roles of Bill and Ted in this Lynx adventure that is loosely based on the film. First choose who you want to be, it does'nt really make any difference to the gameplay. But it does mean that in two player link-up, you can each play one of your favourite characters.

The aim of the game is go through the different time zones collecting musical notes, collect all the notes from that level and you get to go the next zone. Sounds like fun! Well the game is quite intresting to play but does drag on a bit. The difficulty level is just right and should keep you playing until the end, Overall 7/10

TOKI

Towkee, or Tok-i? In simpletons launguage, a game which has jumpy shooty bits with end of level baddies and swimmy shooty bits with end of level baddies.

I'm glad that my Lynx is still in one piece after play testing this game. Frustrating is definitely a word that springs to mind. The first impressions were of a perfect game, but after a while the sheer unpredictability of the game began to show through. One moment you could be strolling along, blasting the odd thing or two, and then suddenly you'd drop down a big hole and into a fire, or something of that nature.

Graphically the game is outstanding, and is certainly on par with the Amiga version. The music pretty's jolly, and the tune on stage two is one of my all time favourite's. When Toki dies, he makes what is, I believe, a sampled "Aurhgh" which adds to the game.

The levels are different enough, and some have truly awe inspiring graphics (level 4's ice is a particular favourite).

Despite the frustration factor, playability remains high enough to sustain interest in the game, and the urge to see what the next level holds is large. I found Toki to be superior to all other platform games on the Lynx, and playing the game is a real challenge. It's a bit like Lynx User really, it's the best. Brilliant. Overall 9/10

Robosquash

Robosquash is really just a bat and ball game with a fancy title. Your perspective is looking into a room, with you bat nearest you and the computers at the back of the room. In between you both are a few blocks, as well as four special shapes, which change the characteristics of the bat. There is of course a ball which bounces to-and-fro between you and your opponent.....Well to cut a long story short this game is utter crap and should be avoided. Overall 2/10

XYBOTS

We join Major Rock Hardy and Captain Ace Gunn on their mission to penetrate the vast Labrynth of the Master Xybot and destroy him.

You control your character looking from behind him, as jogs around the mazes. A fires your weapon, B rotates you 90 degrees, in conjunction with the direction pad, so that you can see round corners and avoid marauding robots. Option 1 fires a Zap weapon which stuns all robots momentarily and Option 2 brings a map up on to the screen.

As you wander around the underground city of the Master Xybot you come across coins which you collect to buy extra's between levels, keys that open different parts of the maze to you, and usually more robots, and the occasional Warp. All these are visible on the map of the level.

As you progress through the levels you meet the Master Xybot, you must defeat him to continue, failure to do so sends you back several levels.

In the shop you can buy keys, mapping aids, extra shots, slow energy loss, armour plating, faster shots and extra energy, etc.

The robots are very smooth as they glide towards you firing their assorted weaponry in an attempt to rid the Universe of yet another gun toting human. The music is pretty good for a change, and is different every level or so, the graphics are colourful and well defined lending a suitably robost and chunky air to the game.

A good rendition of the coin guzzler. Overall 7/10

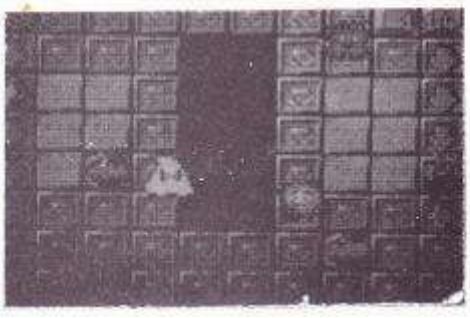
Lynx Casino

Those Lynx owners who might yearn for a gamble or two, may have seen this little title on their local Lynx stores rack. Unimagatively titled Lynx Casino, this latest piece of Lynx software boasts 4 or 5 of the most famous games played in the game houses. Including the likes of Video poker, Fruit machines and Blackjack. There is absolutely nothing in this cart that warrants playing for more than ten minutes. A real duffer. Overall 2/10

ROADBALSTERS

Basically Hydra on land, but with far better gameplay. Drive you futuristic car through fifty levels of apocalyptic wasteland. Destroy anything that comes in your way, and pick up bonus weapons as you go. One of the nicest options on this game is the nuke gun (well it's called something like that), that instantly destroys anything in your way. This can be very helpful in that you are normally being harassed by these black limo's, that get in your way.

On the whole not too bad a game, although it lacks long term appeal (when you finish level fifty, you are played a CD-quality tune for around six minutes). Overall 6/10



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SHADOW of the beast

ALEX'S ULTIMATE GUIDE

This guide, while giving you most of what you need to finish SOTB, should be used in conjunction with my SOTB Level maps. Together they comprise everything you will ever need to finish the game (A Lynx and a copy of the game cartridge might also come in handy), and short of popping over to your house and showing you how to complete the game in person - I can do no more.

SOTB is a game with five levels:- two above ground, two in interconnecting caverns and one in a castle. Each level has its own unique problems and denizens. In order to finish the game the levels have to be tackled in a particular order: 1,2,3,1,4,5. No that's not a misprint, level 1 is the link between levels, having entries to 2 & 4 and an exit from 3 (see maps). As a consequence of this, level 1 is the best place to practice, sharpen your reactions and fine tune your kicking and punching. It's therefore quite a good place to start (all features & monsters are shown on maps).

LEVEL ONE

This is the first of the two linear levels (ie: just left or right, no up & down) and the most essential level to master, for reasons that will become clear. You start the game just to the left of the cannon, your first port of call: Stand in front of the cannon and wait until Bombadier Bob lights the fuse, then punch the cannon and wait until it blows poor ol' Bob away. Wander over and pick up the gun, and you're in business !

THE GUN: fires narrow bullets. Best Uses: shooting the tree-bats on level one, shooting the leaping mouths in The Castle (level 4), shooting the snakes in level 2 - and of course 'doing for' the end of level guardian in the castle. Also useful for those whose reactions are too feeble to time their punches properly - but don't waste your shots too early on. *Left from the well, towards Level 2 entry:*

TREE BATS: Hang in branches and swoop down at your approach - shoot some with the gun, try and avoid others and run through the rest.

MANTRAPS: show as three pairs of silver dots on the ground, jump between the pairs. *Right from the well, towards the Castle:*

FLYING MOUTHS: Swoop down at the start of the second copse, and are easily dealt with by punching.

CAIRN RUNNERS: These run at you when you reach each cairn, you can normally take out both the runner and the cairn with the same punch.

BALL: This is contained in the third cairn, push it ahead of you.

SPIKES: Push the ball until you come to the first spike. Wait until this is fully out of the ground then push the ball until it is touching the spike. When the spike withdraws, run until you reach another upright spike (last or second from last). Again wait until it withdraws and run.

PULSATING BALLS (donuts): Nudge the ball repeatedly until it is blocking the donuts exit and they cease to come out. Jump over the ball and avoid the two spikes

FLYING BALLS: Appear soon after the donuts, punch (or shoot, if you're a very sad person with slow reactions - are you going to have problems with the level 5 ghosts !

TREE HEDGEHOGS: First two drop out of trees after you've passed, turn and punch. Second pair drop down and charge as you approach, punch.

RUNNER GOD: Break the statue, then punch three times, or (if you're feeling adventurous) kick once. Both punches and kick need to be very carefully timed, IE: punch or kick a half second before you think you should.

SPIDERS 'N' SPIKES: This combination is the hardest part of level one, and almost impossible to pass through unscathed. Punch the spiders when they are at their lowest point and the spikes are withdrawn - immediately jump forward and proceed to next pair.

THE AMAZING RE-APPEARING EYEBALLS: This is actually a lot easier than it looks. Take your time and move into the gaps between them when the eyeballs vanish. Wait for the next one to vanish and repeat until through; dead easy.

FLYING BEAST: Appears behind you - duck until it passes, then wait for it to come back and punch. DRAGON: Again, easier than it first appears. The trick here is simply to keep running, jump over the firebomb and continue running right through the four bees, you won't lose enough health to worry about.

PERISTALTIC SPIKES: Requires good timing. Wait until the spikes directly in front of you are withdrawn then run into the gap - keep running in the gap as it moves along - shoot the bees (preferably with the Jewel weapon as it requires less accuracy than the gun).

FINAL RUNNER: Appears shortly after the spikes, and runs towards you - punch. A real reaction tester !

ENTERING THE CASTLE: Wait until the first defender throws his rock and then run into the gap between the 1st & 2nd rock throwers: repeat until you reach the

door and enter immediately (you'll need the torch & Sapphire key). And basically folks that's level one. It is important to be able to complete the section right of the Well with the minimum loss in energy, as levels 2 & 3 have to be completed before it's worth your while going to the castle. Which is to say, that in all probability you'll have lost a life and can't afford to lose another one until you are inside the castle.

LEVEL 2

Level two is an absolute doddle - mainly because there are not one, but TWO opportunities to completely revitalise your flagging health. IE: It doesn't really matter if you take a little damage, because it's not permanent. There are two ways to complete the level:- the quick way: requires almost full energy on entry and avoids most perils. And the conventional way: bog-standard face-all-foes type of thing. Before I get into that though I'll detail each beast and how best to kill it (again all features are shown on maps).

FLYING BEASTS: Quite numerous and easy to kill, simply punch.

TRIDENT MONSTER: Bit of a swine as he fires little fireballs at you. It's best to punch him from behind, failing that jump the first fireball and charge the git before he fires the second. ORCS: Yer basic canon fodder - the sort of poor green-skinned varmints that always take the brunt of an attack and never get any of the credit. Punch before they swing their swords. It's best if you don't stop running, simply punch on the move. It's a good idea to practice on the level 2 Orcs until you can literally, 'take them in your stride' as Level 3 is thick with the little buggers.

LEAPING SERPENTS: These require a little anticipation on your part - fire (use the gun) just before they jump, or kneel and fire as they appear.

GETTING THE JEWEL WEAPON: Very easy: duck when the demon blows flame and punch the jewel once or twice when it stops and duck again. Takes quite a lot of punches, eventually the jewel will disappear from the demon and reappear in your pack (press option 1 to view). Best uses: killing level two guardian, shooting bees in Peristaltic spikes, shooting small red blobs in Castle.

BIG STALACTITES: Easy, just wait until the first withdraws, run (don't stop) and hit the Orcs on the move - with practice you will be able to time it so that you take no damage.

SMALL STALACTITES: Edge forward until the first drops, then run - kill Orcs on the hoof.

END OF LEVEL DEMON: See map. Right, the quick way to complete Level 2: Ignore most platforms, ropes, ladders etc, and simply walk over the edge of any handy precipice. By carefully studying the map you will see that merely by dropping between levels you can avoid ninety percent of all hazards, and still pick up the key, weapon and all health. Obviously if you took a lot of damage from the bats, this might not be such a good idea - it's worth trying if your health bar shows about 80% or above.

LEVEL 3

Level 3 is quite possibly the hardest to master, not because of any particularly fiendish trap or monster, but because you have to complete practically the entire level without even the slightest recharge to your flagging health (and it will flag). As there is only one way to complete level 3, and the map explains that sufficiently for all but the densest gamesplayer - I'll merely (merely !) detail how to bypass the perils.

ORCS: See Level 2

BATS: Punch or shoot.

BOUNCING EYEBALLS: Run under each one when it's at its highest point, wait in the gap and repeat until through.

GETTING THE SAPPHIRE KEY: Wait until the dragon's flame receeds and run after it until you reach the key. Then wait just past the dragon's mouth (towards the wall) until the next flame fades then run back to the eyeballs.

COBRAS: Wait at the bottom of the ladder, until the first one has spat then run forward and punch it as it rises back up. After killing the second cobra, move forward a little until the bat appears, and duck until it's gone past. Do the same after killing the fourth cobra.

MARVELLOUS MARVIN HAGLER'S MITT: A very important item, but not to be used until you are face to slavering, flame spitting maw with the end of level dragon.

SPINNING THING THAT DROPS BOMBS: (shown as 'flying dragon' on map) The trick here is to run only when the thing is on a bombing run. Make sure you stop in a gap between bombs once they've dropped, wait for bombs to explode and then run again. You should make it across in three to four runs.

SPEARS: Edge as close to the edge of the spear pit as you can and jump when the spear has just withdrawn. After the third spear, jump the gap and punch the Orcs as you land, run to the next set of spears. The fireball then appears, this is heralded by a distinct noise, duck until it passes. It's often necessary to wait out several fireballs before both they and the spear are in positions conjucent to safe jumping - have patience, hasty players won't last very long.

CEILING WALKERS: These can be shot with the Jewel weapon (bad idea) or kicked (good idea). Kicking them requires precise timing, again it's necessary to kick about half a second before you think you should

GHOSTS: Float towards you - punch.

ROCKET EXHAUSTS: Make sure you have the gun ready to shoot before you climb down the ladder. Wait for first rocket to stop, then immediately run into the gap between it and the next one. Repeat until you reach the end. Towards the end a ghost will appear, wait until you see it, then shoot (you could try and punch it, but it's very difficult). Jump both sets of small spikes and you're there !

END OF LEVEL DRAGON: Unlikely as it seems you have to punch this wyrm to death. You'll need serious timing to do this. Enter the menu (option 1) and click on the glove which will disappear. Wait until the spear goes down and the dragon stops flaming. Jump immediately over the spear and punch the dragon three or four times and then jump back over the spike. Repeat - it takes about twenty punches to kill the dragon. It is important that you make sure you have both the Sapphire key and The Torch as both are essential for completing the Castle.

"This takes me back to the days when Mario was simply a stupid little sprite with a large hammer and The Six Million Dollar Man was a cool TV show."

LEVEL 4

The Castle: it's worth getting this far (with the torch - without the Torch it ain't worth doodly squat) just to see what incredible graphics your Lynx is capable of. You enter the castle - approximately - in its centre. To your right you'll see a gremlin on a rocket bike dropping bombs (shown as 'flying dragon' on map), for the moment ignore him and go left.

GREMLINS: Little green fellows - mostly teeth - hop at you with malice afore-

thought. Punch as they jump and you should catch them in mid air, it's a good idea to anticipate their jump. Punch the switch and wander back to the ladder.

NOSTALGIC 'DONKEY KONG' SECTION: This takes me back to the days when Mario was simply a stupid little sprite with a large hammer and The Six Million Dollar Man was a cool TV show. But enough reminiscing: this section is rendered simple by the fact that the barrels are fatal only if you fail to punch them - the balls on the other pseudopod are simply fatal. Wait halfway up the ladder until a ball goes past, then shinny up the ladder and head left, punch the first barrel and wait at the ladder to punch the second. Half climb the ladder and wait until the ball has gone past the top of the ladder - shinny up the ladder, head right, punch barrel, etc. On the last section run to the utter left of the screen and punch the switch. It's important to get both switches as they control crucial gates you will encounter elsewhere in the castle (check map). Punch gremlins (or shoot if you've got lots of ammo).

CHESTS: Throughout the castle there are chests, which if punched will supply variable amounts of health. After killing gremlins, check your health. If you're looking a little peaky, punch the first three chests and absorb the health. If you're looking pretty vigorous, ignore the first three chests completely - you'll make better use of their health on your way back (this is what's known as 'game strategy' - if in doubt, look it up).

FOURTH CHEST: Conceals a bowman. Approach the chest and as soon as the bowman shows: jump, crouch as you land and punch - if correctly coordinated you'll cream the little bugger with no damage to yourself, if not...

AXES: These appear frequently, and if dealt with properly are not a problem. Axes can be punched or shot. The advantage of shooting them is that one shot will take out all the axes - assuming of course, you time your shot properly. Failing that they can simply be avoided - experiment, go on: strain your brain; do something for yourself. After the axes three flying beasts swoop down at you, punch. Pick up the spanner. Head back left (in case you've got lost: we are at present at the far right, top level of castle map) Wander back left, remembering to pick up your health if you left any. You now have a choice: either go down the ladder mid-level and face lots of pointless perils, traps, spiders etc - or, keep going left, re-kill the gremlins and wait for a ball to come out of the shute. Ignoring the ladders, run over the end of the ledges and follow the ball as quickly as you can until you reach the beginning of the DK section, descend ladder and head back to the castle entry. The other route (see map) will take you back to the same point, but with a lot more aggro.

GREMLIN ON ROCKET BIKE: Drops 'wave bombs'. Wait until the bombs explode then jump over the waves and proceed to next bomb.

BOUNCING RED BLOBS: Theses are little swines and very difficult to hit with punches, it's best to use the Jewel weapon as its wide spread hits them almost every time. Time it right and you can get two or three with one shot. Down the ladder and head left - punch the flying gremlins. Go down the ladder, ignoring the mouths and go right, to pick up health (practically a full recharge)

BOUNCING BALLS: Wait on the ladder until a ball passes over, then immediately climb the ladder, get into the depression and crouch. As soon as another ball goes over, jump out of depression and go down next ladder. Pick up ammo - but don't reload, until you've used all the shots from the original magazine. Regardless of how many shots you've got left, a reload will only give you 25 shots - and you're going to need them ! Down the ladder. Punch the switch on the wall and watch the rockets launch. Run right until you see a horde of gremlins flying towards you, then run back to the wall switch and punch it - the rockets will kill all the gremlins.

SPIDERS: Get close to the spider, then punch it once or twice, as soon as it ascends run beneath it. Use the Spanner to disarm the forcefield. Up the ladder, and go left to punch the wall switch - this disarms the rocket launcher which would have killed you. Then go right, down the ladder.

CASTLE GUARDIAN: This is the hardest end of level dragon in the game. And combines all the elements you used in killing the previous two. 1) Make sure the gun is ready to fire before you descend the ladder. 2) Run forwards until you can see all three heads of the dragon: each head spits a fireball in turn. 3) Stand just beyond the impact points of the top two heads, and jump over the fireball from the lowest head. 4) After each head has fired three fireballs there is a short interval. 5) During this interval, run forward - right up the the third head and fire three or four shots, then quickly run back. 6) Repeat steps 3 - 5 until the dragon dies. Use the sapphire key to leave the castle.

LEVEL 5

Level 5 is the last level and the second linear level. It's also fairly short and very easy, though you will need faster reactions than are required in the other levels.

GHOSTS: These occur throughout the level, initially they come from behind you, and are extremely fast. As soon as you hear the noise signifying a ghost is approaching, turn round and punch or fire.

GRAVESTONES: Serve the same purpose as the Cairns on level one, punch to reveal health.

BATS: Fly straight at you and are common, punch.

SKELETONS: Treat as for Orcs, after killing the main group, turn round and run back to kill the skeleto following you.

GREMLINS: Same as the ones in the castle.

MORE GRAVESTONES: the first three contain health, the fourth one is a trap. Run past it and either ignore it or punch from behind - a ghost is released.

BATS ON CLIFF: Run past the start of the cliff until the bats start flying after you. Turn round and punch them. Run forwards again until bats start appearing in front of you, stop and punch.

FLYING DRAGONS: Don't stop running, jump over the bombs. If you hang around the dragons and bombs get thicker and are inevitably fatal.

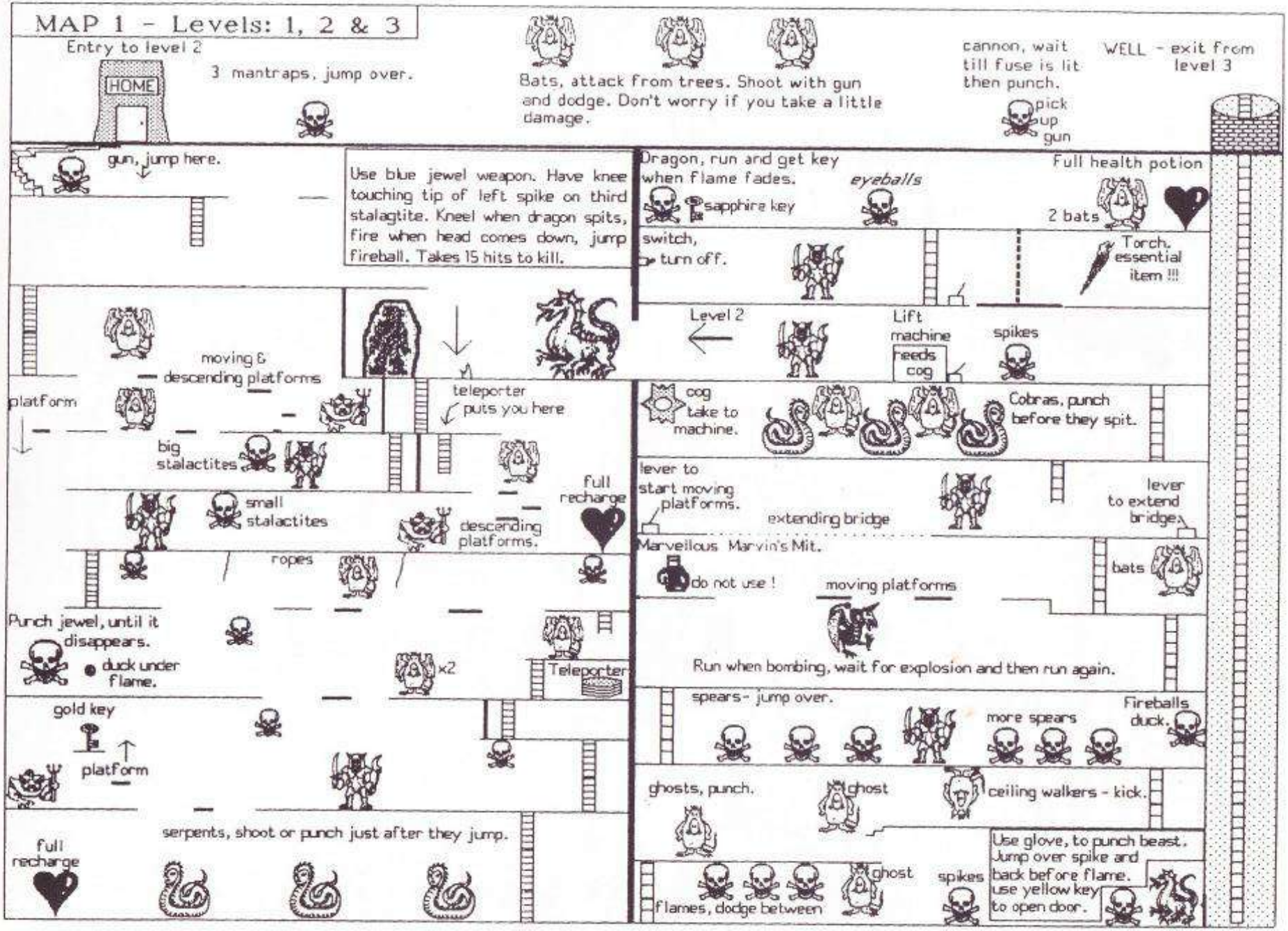
PERISTALTIC TEETH: See Peristaltic Spikes (level one) After the teeth, use whatever weapons you have left to shoot the snakemen. Once the snakemen are dead, that's it you are face to face with the End of Game Beast.

KANGAROO-DRAGON-TYPE-MONSTER-CREATURE-THING: Looks imposing and is brilliantly animated, actually the easiest one to kill. It flames in two cycles, first both the mother and the Joey flame, then only the mother flames, and back to both. 1) After both have flamed, run right up to the Joey and kick it once or twice while the mother is flaming. 2) When mother stops run back out and wait while both flame. 3) Repeat until it dies.

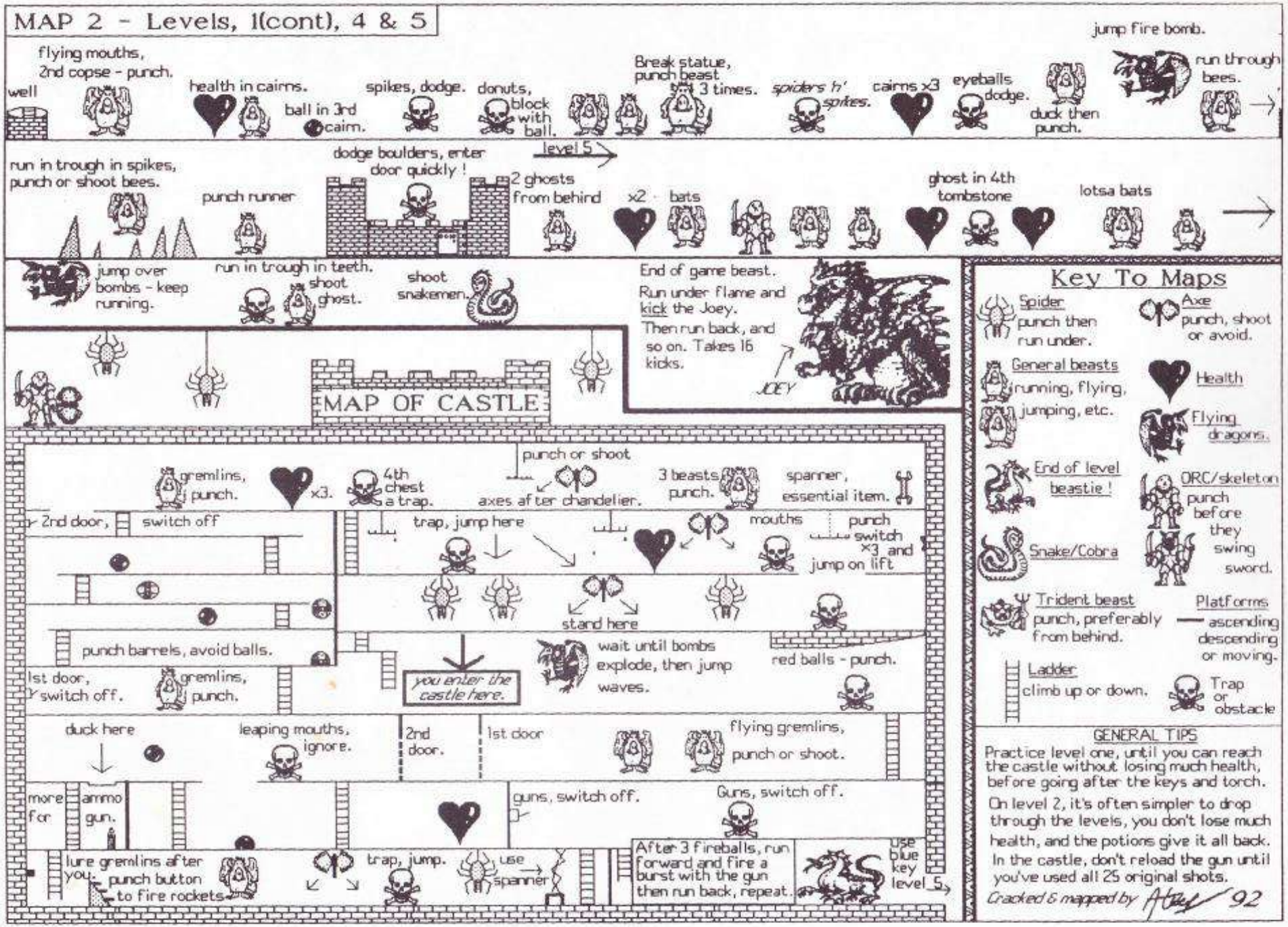
And that, folks is how it's done.

The ALEX Guide To: *SHADOW OF THE BEAST*

For The Atari LYNX


MAP 1 - Levels: 1, 2 & 3
Entry to level 2
HOME
3 mantraps, jump over.
Bats, attack from trees. Shoot with gun and dodge. Don't worry if you take a little damage.
cannon, wait till fuse is lit then punch.
pick up gun
WELL - exit from level 3
gun, jump here.
Use blue jewel weapon. Have knee touching tip of left spike on third stalagtite. Kneel when dragon spits, fire when head comes down, jump fireball. Takes 15 hits to kill.
Dragon, run and get key when flame fades.
eyeballs
sapphire key
Full health potion
2 bats
switch, turn off.
Torch, essential item !!!
Level 2
Lift machine needs cog
spikes
moving & descending platforms
platform
teleporter puts you here
cog take to machine.
Cobras, punch before they spit.
big stalactites
small stalactites
full recharge
descending platforms.
lever to start moving platforms.
extending bridge
lever to extend bridge.
ropes
Marvellous Marvin's Mit.
do not use !
moving platforms
bats
Punch jewel, until it disappears.
duck under flame.
x2
Teleporter
Run when bombing, wait for explosion and then run again.
gold key
platform
spears - jump over.
more spears
Fireballs duck.
ghosts, punch.
ghost
ceiling walkers - kick.
serpents, shoot or punch just after they jump.
full recharge
flames, dodge between
ghost
spikes
Use glove, to punch beast. Jump over spike and back before flame. use yellow key to open door.

MAP 2 - Levels, 1(cont), 4 & 5



D R A C U L A

the complete solution

If you have just bought Dracula The Undead and haven't started playing yet or if you intend to buy it in the near future, turn the page and forget this article for the time being. You wont get any sense of achievement when you complete the game if you read the solution first. If, however, you've started playing and are completely stuck, don't throw your Lynx at the cat, this article is exactly what you need to get through that difficult bit.

When you hear the crow of the cockerel, after Bram Stoker's introductory narration, your adventure begins. As you are probably aware, game control is divided into two modes: Joypad and Text. To simplify things, all Text Mode commands in the following solution are bracketed.

Jonathan Harker first appears in the antechamber of his bedroom. As hinted at in the narration, he must first get his notebook. Approach the chest of drawers between the window and the tall cupboard and open them (OPEN/DRAWERS) this will reveal the notebook (GET/NOTEBOOK). You should now make him go into the bedroom by pressing down on the joypad as if he were walking out of the screen toward you and turning right (his left). He will come to a connecting door not visible to you (OPEN/DOOR).

When in the bedroom, get the tinderbox from the table (EXAMINE/TABLE) (GET/TINDERBOX) and the crucifix from the bed (EXAMINE/BED) (GET/CRUCIFIX). He should now go down to the dining room by going back into the antechamber and out through the door, to the right of the all cupboard, at the back of the room (OPEN/DOOR), cross the landing and go down to take Jonathan in to the dining room.

When in the dining room, get the oil from the table (EXAMINE/TABLE) (GET/OIL). By now you should have noticed that Dracula, himself, is in the room. Before approaching him, put on the crucifix (USE/CRUCIFIX). You can only interact with Dracula in two ways: EXAMINE and more importantly, TALK TO. It would be more fun if you could use TURN or CLIMB but sadly the game wont let you. After your conversation with the Count (TALK TO/DRACULA) and the narration by Bram Stoker, make an entry in the notebook (USE/NOTEBOOK) before you do anything else. If you want to bring Jonathan Harker to a premature end, try talking to Dracula without putting on the crucifix. It's worth doing just to hear his blood curdling scream.

The only other room you can explore from the south hallway is the library but it will not reveal anything to further the plot at this stage. You should now return to the antechamber of his bedroom and look out of the front window (LOO/WINDOW). The game will show an animated sequence of Dracula crawling down the south face of the castle from the window ledge of his study. When this sequence finishes, make notes straight away (USE/NOTEBOOK). To gather more evidence, Jonathan has to get to Dracula's study and yes, you've guessed it, the only way is across the castle face. Once outside (OPEN/WINDOW) (CLIMB/WINDOW), he can only edge across using certain un-

marked routes. Keep moving to the right and when he can go no further move up or down until he can move right again. A tip here is that he never has to go lower than his starting point or above the height of the window. When you come to the right window press up on the joypad. The only windows he can enter are the antechamber, bedroom and Dracula's study. You will see an identical row of window's below but these cannot be entered.

When in Dracula's study examine the table by the window (EXAMINE/TABLE). After Bram Stoker's narration make notes (USE/NOTEBOOK) and pick up the lantern (GET/LANTERN). Now move to the back of the room and examine the desk (EXAMINE/DESK) and make notes immediately after (USE/NOTEBOOK). Jonathan should now go down to the money room through the door on the right hand side (OPEN/DOOR). However, you will need to light the lantern first (USE/OIL with LANTERN) (USE/TINDERBOX with LANTERN).

There is a door from the money room which leads to the catacombs beneath the castle. The key to the door is hidden in a box amongst the money. To get it, go through the following sequence: (EXAMINE/MONEY) (GET/MONEY) (GET/BOX) (EXAMINE/BOX) OPEN/BOX). When you have the key go through the door at the back of the room down to the catacombs (USE/IRON KEY with DOOR) (OPEN/DOOR)

Once down in the catacombs, Jonathan first has to get the twine shown in the diagram (GET/TWINE) then the crowbar by Dracula's coffin (GET/CROWBAR). Be warned, before going anywhere near the coffin, dim the light (TURN/LANTERN) because a bright light will disturb the Count and Jonathan will known all about it if he does. Before leaving make notes about the location of the coffin (EXAMINE/COFFIN) USE/NOTEBOOK). He now has to get back to the sewing room which is off the landing of the south wing near his bedroom and the only way back is the way he came, i.e. out of the study window, across the castle face and in through his bedroom window. It' important to go back in through the bedroom window, rather then the window of the antechamber, in order to break the lock.

Jonathan has to force the door to the sewing room open (USE/CROWBAR with DOOR) and he gets stitched up when he goes in. The game goes through an animated dream sequence in which he is visited by Dracula's three brides. After Bram Stoker's narration, the scene changes to the next day, Jonathan is back in his bedroom and is locked in. First of all, make notes (USE/NOTEBOOK). The catacombs look the best bet for finding a way out, so go through the window across to the study and down to the money room (don't forget to pick up the lantern again).

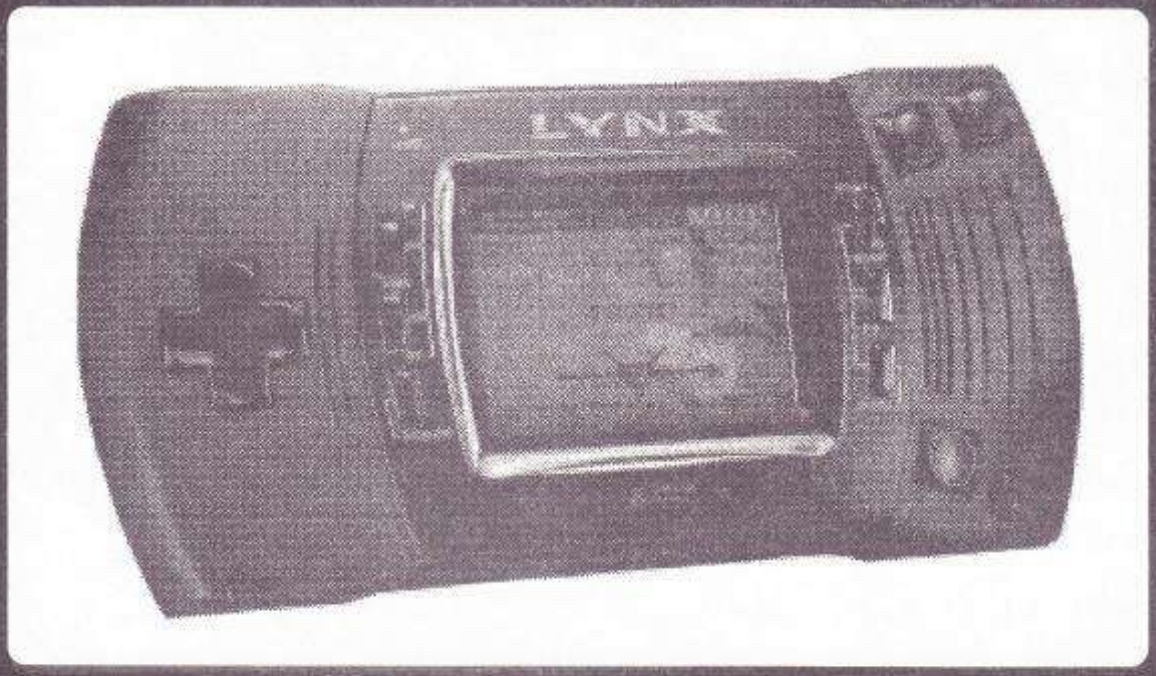
This time, when down in the money room, you will note that the money has gone revealing a lever. By operating the lever (USE/LEVER) you will open a secret door. To go through, move to the left hand side of the screen and press down on the joypad as if he were walking out of the screen toward you. Jonathan will find himself in the library. Move him to the books by the stairs and examine them (EXAMINE/BOOKS). If you examine the book later (EXAMINE/BOOK) it will show the title - 'Fishing Well' by J.R. Smartley, a terrible pun but very important clue. He should now go down to Dracula's coffin where he will find a small brass key (EXAMINE/COFFIN) (GET/BRASS KEY). Jonathan of course, realises that it is the key to the grandfather clock in the south hallway and, yes, the only way back is the way you came, i.e. across the castle face.

When back in the hallway, enter the dining room for some further narration by Bram Stoker (USE/NOTEBOOK) and get the sugar from the table (EXAMINE/TABLE) (GET/SUGAR), it will be very useful later. Go out to the grandfather clock and open it to reveal another key (USE/BRASS KEY with CLOCK) (OPEN/CLOCK) (GET/SMALL KEY). This is the key to the desk in Dracula's study, so out the antechamber window and across the castle face he goes. Once in the study, get the fishing hooks from the desk (USE/SMALL KEY with DRAWER) (OPEN/DRAWER) (GET/HOOK). You now have everything you need to escape and enough evidence for the authorities.

To escape from the castle you have to go to the stables via the ladder down in the catacombs, placating the horse on the way (CLIMB/LADDER (USE/SUGAR).

Once out in the stables, move Jonathan to the back of the screen and turn right to go through the storeroom. Pick up the spade leaning against the post (GET/SPADE) then go back to the well in the stables. If you look at the well you'll see that it's boarded up (EXAMINE/WELL). Use the spade to clear it (USE/SPADE) and if you look again, you'll discover a rope at the bottom that Jonathan will need in order to climb down (EXAMINE/WELL). He has to make a fishing line in order to hook it up (USE/HOOK with TWINE) (USE/FISHING LINE with WELL). After a bit of teasing he will get the rope. To escape you must enter the well (CLIMB/WELL). Bram Stoker will describe your escape and, if you used the notebook at the right times, you will also have enough evidence to thwart the evil count. If you haven't, start the game again and have another go. It'll be mush easier now!

Atari Lynx



They're all talking about it!

"It has colours which challenge the Amiga, sound as good as the Megadrive, sprite scaling and rotation to beat the SNES and a range of games which make the Sega Gamegear and Nintendo Gameboy look decidedly limited."
ST FORMAT

"The best specified of all the handhelds. It could take off in a big way." DAILY MIRROR

"Now here's a machine which will blow your socks off. Of the three (handhelds) reviewed here, the Lynx is the most advanced. It's got the lot!" XS NRG MAGAZINE

"An awesomely powerful handheld . . ."
THE SUN

"This amazing machine is a serious rival to the Game Boy and Game Gear as it combines the best of both! It's got some of the best games on the Market . . ., its in colour, the graphics are arcade standard 9/10 Great value for money."
JACKIE MAGAZINE

"After our tests the Lynx was ranked as the best system and at £15 less than the Gamegear it looks a good reason to buy the Lynx".
CHECK IT OUT MAGAZINE

So what is it about the Lynx that's got them talking? Well the Lynx has custom 16-bit chips dedicated to sound and graphics. Meaning it produces visuals and sound as good as the best 16-bit consoles, yet it's portable. Lynx has over 50 games available, including top conversions from other 16-bit formats, big film and TV tie-ins, top sports simulations and perfect coin-op conversions. The Lynx is the only console which can be linked together for up to 8 players to play the same game on their own console at the same time. It has a huge 16-meg game capacity, much bigger than the other handhelds and its even got a flip option for left handers! All of which meant it was voted console of the year when first launched.

Atari Lynx, Atari House, Railway Terrace, Slough, SL2 8BZ

Please send me more detail about the Lynx and its Software. . .

Name .....

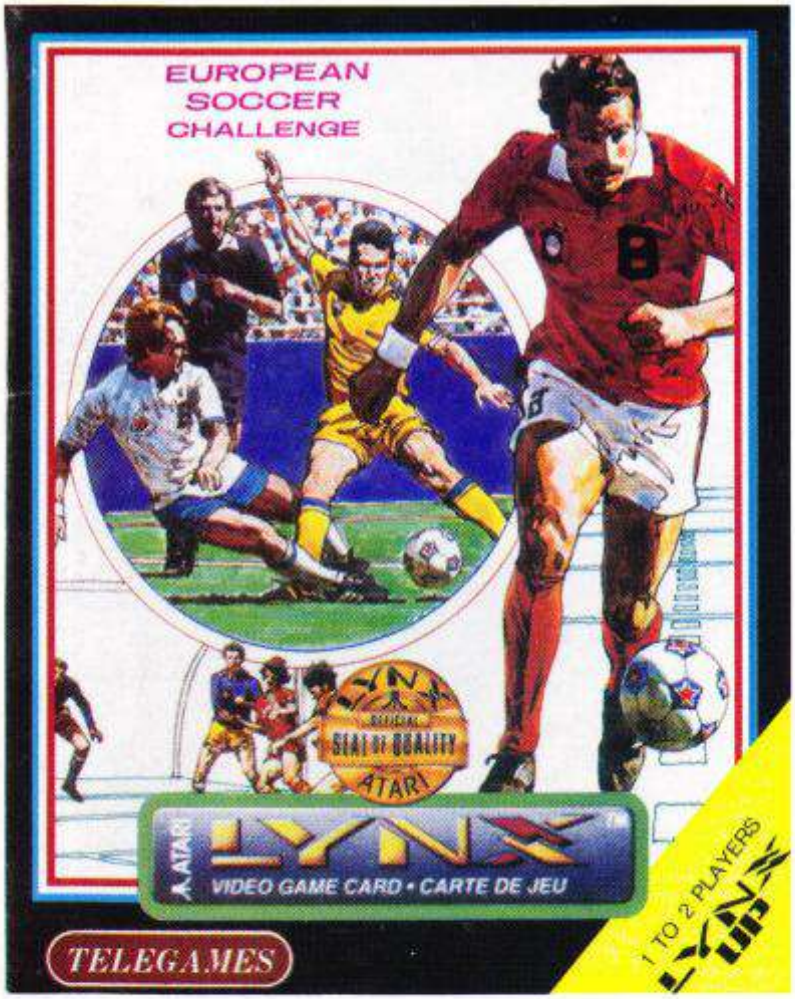
Address

Post Code

ATARI

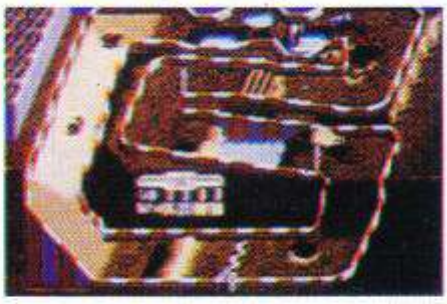
DIRTY LARRY
PART 2
TIME TO DIE!!!
DROP 'EM, OR YOUR BUDDY DIES
HEH HEH HEH
BRRRR
AAGH!
BLAM!
HEH HEH HEH
NICE SHOT! YOU GOT US BOTH IN THE HEAD!
NOW, IT'S OUR TURN!

TELEGAMES



European Soccer Challenge gives you all the excitement and tension of the European Challenge Cup in this action packed version of the world's most popular game featuring over 170 teams from 32 countries. Has your team got what it takes?

SUPER OFF ROAD



Super Off Road: All the thrills of the real off road racing with all-out dirt grinding, high-gear competition. watch out for mud holes, jumps, and other obstacles as you negotiate many stadium of-road tracks. Based on the number 1 arcade hit!

★
★
★
★
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★

DOUBLE DRAGON

Double Dragon: Twin brothers use expert knowledge of martial arts, various weapons and street smarts to rescue their friend Marian from the Black Warriors, the savage street gang of the mysterious Shadow Boss! Non stop action in one of the world's classic game now in your hands.

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